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Obduction - Mac App Store Version History

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Version History

1.6.58

Dec 28, 2017

Thanks for your patience! Here's what we've done to Obduction...

- Tried to speed up startup times.
- Cleaned up some full screen and input ugliness.
- Massive amounts of stability and optimization improvements.
- Reduction in overall size of Obduction App.
- Improvements to spawn actor performance.
- View distance options are no longer offset by one position.

- Many bugs were harmed in the making of this version.
 - (Some users may see video stutter from size limit issue on Mac App Store.)
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1.6.57

Dec 21, 2017

Thanks for your patience! Here's what we've done to Obduction...

- Cleaned up some full screen and input ugliness.
 - Massive amounts of stability and optimization improvements.
 - Reduction in overall size of Obduction App.
 - Improvements to spawn actor performance.
 - View distance options are no longer offset by one position.
 - Many bugs were harmed in the making of this version.
 - (Some users may see video stutter from size limit issue on Mac App Store.)
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1.6.5

Dec 18, 2017

Thanks for your patience! Here's what we've done to Obduction...

- Massive amounts of stability and optimization improvements.
 - Reduction in overall size of Obduction App.
 - Improvements to spawn actor performance.
 - View distance options are no longer offset by one position.
 - Many bugs were harmed in the making of this version.
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1.4.24

Apr 20, 2017

- Corrected Mac App Store MacOS requirements
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1.4.23

Apr 13, 2017

- Fixed an issue with startup validation taking a VERY long time.
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1.4.2

Mar 29, 2017