



Portal > Knowledgebase > Obduction > Release Notes > Obduction - Mac App Store  
Version History

---

## Obduction - Mac App Store Version History

Lloyd Woodall - 2018-01-22 - in Release Notes

### 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.)
- 

### **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.)
- 

### **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.
- 

### **1.4.24**

Apr 20, 2017

- Corrected Mac App Store MacOS requirements

---

### **1.4.23**

Apr 13, 2017

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

---

### **1.4.2**

Mar 29, 2017