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realMYST: ME - Mac App Store Version History

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Version History

2.0.0

Feb 17, 2015

realMyst: Masterpiece Edition v2.0 is now available! We've been busy polishing, shining, cleaning, fixing, tuning, and just generally improving the realMyst experience. This new version is better than ever - here's a list of some of the things we worked on...

- Improved performance quite a bit
- Improved the look of just about everything
- Improved lighting in many areas

- Squished tons of nasty bugs
 - Updated to the latest version of Unity engine (much faster, fewer bugs)
 - Replaced the sky system (much faster, fewer bugs)
 - Enhanced the realism of day/night cycles in several Ages
 - Brightened the nighttime lighting just a bit in a couple Ages
 - Cleaned up the initial resolution settings a bit
 - Added lights in a few places for nighttime enhancement
 - Changed "Auto Graphics Quality" option to "off" by default
 - Removed something called the "frame rate limiter"
 - Improved Free Roam - left and right arrow keys changed to rotate (not strafe)
 - Improved Free Roam - single right click toggles in and out of "look mode"
 - Improved Free Roam - invert look option added
 - Re-ordered the graphic options in the advanced list by resource cost
 - Fixed the jerky book falling intro movie
 - Changed to allow relaxing on chairs and beds (sit on Achenar's bed at your own risk)
 - Adjusted the aspect ratio of all the linking book panels
 - Updated the Help Guide
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1.1.2

Mar 3, 2014

Thanks for your patience! We've packed a lot of cleanup into this update. Hope the journey is a little more enjoyable.

- Optimized a whole bunch!
- Improved performance quite a bit!
- Fixed a possible crash bug
- Figured out that those black boxes are a motion blur bug on Mac AMD cards*
- Optimized and improved the Auto-Quality system
- Reduced the application size just a bit
- Optimized and fixed some bugs in Hint Overlay system
- Optimized the cursor system a little to improve performance
- Optimized the Auto-save system
- Adjusted the High Quality setting details
- Re-ordered the graphic options in the advanced list by resource cost
- Removed the Auto-save panel (because... well, it's just not needed)
- Adjusted the position of the New Game panel
- Updated the opening credits
- Added a check when the App quits for non-valid reasons when auto-saving
- Adjusted the text of the Quit Dialog
- Corrected the direction rotation sounds in Mechanical
- Squished a bug on the Imager Panel
- Fixed potential bug with right click rotating in node mode in elevator
- Corrected Mechanical Linking Book video
- Added more help to the Help Guide

* If you continue to have problems with black spots on the screen - please turn off "Motion Blur" in the Advanced Graphics settings. (There is a bug with motion blur on AMD graphics cards.)

1.1.1

Feb 7, 2014

A fix for a hang that would occur when bringing up the main menu.

1.1

Jan 28, 2014