



Portal > Knowledgebase > realMyst for iOS > Release Notes > realMyst - Version History (iTunes)

---

## realMyst - Version History (iTunes)

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

### Version History

---

#### **1.3.0**

Jan 9, 2018

- Added iOS 11 compatibility
  - Fixed a few small bugs
- 

#### **1.1.1**

Nov 2, 2015

- realMyst -- Now on iPhone and iPad!\*
- updated for iOS 8 and 9 compatibility
  - cleaned up and cleared out some baggage

\*(iPhone 4s or better, iPad 2 or better)

---

### **1.0.15**

Feb 20, 2013

We've cleaned up lots of stuff in realMyst. Here's what we did to make it better than ever...

- Updated SIRRUS and Achenar book behavior
  - Fixed generator room door button issue
  - Worked on the Mechanical Age elevator
  - Cleaned up the Channelwood Age elevators
  - Fixed fall-through condition in Mechanical Fortress stairs
  - Fixed Selenitic Maze auto-save corruption if quitting in Maze
  - Cleaned up endgame state when returning to D'ni after finishing
  - Fixed the generator room when saving while changing
  - Fixed the crystal solution as provided in Rime journal
  - Cleaned up interaction with a ladder while engaged in a puzzle
  - and bunches of other smaller bug fixes and clean up
- 

### **1.0.4**

Aug 3, 2012

realMyst UPDATE! Thanks for your feedback! Here's what's new...

- New, high-resolution text & images in books and notes!
  - Improved textures in a few floor areas
  - Improved user interface navigation behavior
  - Fixed staircase area in Mechanical Age
  - Fixed issue in the generator room on Myst Island
  - Fixed the dock fore-chamber door on Myst Island
  - Small loading improvements in some areas
  - Fixed several other small bugs
  - Adjusted iOS requirements for stability (iOS 4.3 or higher)
- 

### **1.0.0**

Jun 8, 2012