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Lloyd W - 2018-01-18 - in Release Notes

APRIL 7 - GREY DRAGON

The patches keep coming. This one fixes a few things in the touch/hand control release. And we're working on more fixes and optimizations in our next update - 1.6.0. Stay tuned.

Art

-Hunrath

- Small tweaks for some objects that appeared incorrect in VR
- More fixes for the shovel bucket. Buckets of fun!

-Maray

- Adjusted collision issues on the <spoiler> elevator
- Player can no longer stand on top of puzzle rotation pedestal

-Kaptar

- Small tweaks for lighting in some areas

Misc

- Kaptar swing bridge should no longer allow you to fall or teleport off the end under some conditions
- Small tweaks to odd collision boundaries in Kaptar
- <Spoiler> video near the start of Maray should play correctly again
- Some small fixes for CW's smaller videos not always playing in correct order

VR

- Teleport mode will now act correctly when moving through the Hunrath/Kaptar portals
- Teleport mode should allow you to properly move through the Soria hub doorway
- Player should no longer be able to teleport from scrapyard to the Kaptar sphere using teleport mode in Hunrath
- Player can no longer get caught on collision using teleport mode while riding the elevator in Kaptar
- Fixes for teleport mode arrow when moving through domes
- Fixes for UI scaling in Oculus rift
- Fix for an odd crash when using motion controllers
- <spoiler> video should play near <spoiler> ride in Maray correctly now
- Player should no longer be able to fall from Mayor's elevator in Hunrath
- Cleaned up some collision issues in and around CW's workshop
- Players should no longer be able to lean through the dome wall in Kaptar
- Generic tweaks and fixes for teleport mode

Localization

- Added final Dutch menu update for Oculus Touch and VIVE controllers