



[Portal](#) > [Knowledgebase](#) > [realMyst: Masterpiece Edition](#) > [Release Notes](#) > [realMyst: Masterpiece Edition - 1.1.2](#)

realMyst: Masterpiece Edition - 1.1.2

Vicki Almond - 2021-04-10 - in [Release Notes](#)

[realMyst: Masterpiece Edition - 1.1.2](#)

[realMyst: Masterpiece Edition Release Notes](#)

v. 1.1.2 February 27, 2014

Thanks everyone for your feedback and for your patience while we were working on addressing the critical issues for this update!

We've made many bug fixes and optimizations to realMyst: Masterpiece Edition and here's what's new:

- 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