

[<< Click to go back to IFSCCL Shared Files <<](#)

◆ IFSCCL - PROGRESSION LOG

IFSCCL DEV CURRENT HOURS : HIGH

PAUSED / SLOW = 0-10 hours per month

NORMAL = 2-10 hours per week

HIGH = 2-5 hours hours per night + 5-10 hours per day (in the weekend)

VERY HIGH = 3-5 hours per night + 10-15 hours per day (in the weekend)

All the infos you can find on this document will be release at the beginning of 2016 or after, but before november 2016.

As it's updated frequently, this document cannot be translated because it would need constant verification.

Engine bugs (tickets submitted to Unity Dev Team)

2D rect Masks do not support inverted scale X graph inside, if it goes out, it will disable its visibility (so can't use RectMask2D in superscan)

3.1.3 - 25th December 2015

done , in progress, not started yet

Major Features Recap :

battle system

xana monsters ai (classic monsters only, no specials (scyphozoa,guardian...))

vehicles (also included in battle System)

one new sector (desert)

height (Y axis) camera system

digital sea visible

new vmap targeting display

new vmap minicards behaviour

Battle System including new features:

Dynamic card positioning & resizing systems (also working with vehicles)

Separated Battle Screen

Multiple battle screen

Massive & powerful attack system for the monsters

Differed virt

engine fix : all resolution + switch fullscreen / window mode

bugfix : you can virtualize someone IN a tower. If you enter the tower's exact coordinates, it appears in but he/she is really out

bugfix : superscan - way tower says a tower goes to Mountains (9), because it starts counting the towers in 0 (in tower 10 it says it goes to Mountains (0)), maybe adding a + 1 in the code will solve it.

bugfix : jitter bug on some paths in vmap + slope magnetic system

bugfix : 3D mouse raycast not infinite anymore, so the user can't click on something that is too far or in another sector

bugfix : disable objective line if falling

bugfix : camera max height and min height keep limitations even if using dezoom

bugfix : remove lyokowarrior own name in his lyokowarrior follow list

bugfix : When quitting tower, lyokowarrior reset inside

bugfix : line renderer & minicard not following new system when minicard is selected with camera damper

improvement : lyokoguides gets a dynamic resize of their selection box depending on the zoom, more precise
improvement : tower overMouse with dedicated layer mask, you can click/over a tower even if masked by a piece of
improvement : vmap.crd now display the coordinates line according to the height of what it's underneath
improvement : map minicards now pointing down as expected when the camera is pointing down from the roof
improvement : more stability for future marabounta implementation
Improvement : selecting a lyokowarrior via vmap will also put in front its comcard if not in front
improvement : fx falling sea
improvement : jeremie's window now clickable to go next part + writing text effect + two tutos can follow each other
improvement : auto open kadikeon /terminal at game start + show transfer bar and upper buttons, only if onboarded
improvement : add line about how to use camera height scroll and help updated & translated
improvement : left mouse down added to click + updated help + new help visual

addition : prepare earth attack on/off in sandbox mode when other chances parameters will ready to be implemented

addition : lyoko guide personal component debug panel

addition : multiple camera battle scenes

addition : graphical target when hover lyokoguides or towers

addition : flying paths system

addition : mini cards are automatically put forward when hover or selected + uniformization between cards of towers and lg

addition : control on camera height with commands SHIFT+SCROLL

addition : animated digital sea texture in the virtual map

addition : onboarding tutorial - game story (glimpse) + how to open terminal

addition : lyokoguides dynamic grouping system for vehicles and monsters & grouped minicards display

addition : overvehicles (new 3d models / anims) windows

addition : fx blip when lyokowarrior is falling (+ sound higher pitch sound) + shouldn't be triggered on virt fall

bugfix : mini card display more than 3 characters offset problem - non dynamic (+ not updated if there's changes inbetween -> separate that logic from the update-if-posUpdate- function)

bugfix : minicards display IN tower is messed up

bugfix : minicard logo stay on devirt if whole minicard is selected

bugfix : when passenger climb vehicle > minicard glitch ONLY if character is selected

bugfix : crd mini card should go somewhere else, maybe left hand bottom corner

addition :

-call and move on overvehicle systems

-go out of vehicle

-devirtualize vehicle

-devirtualize the vehicle whereas people are on it

addition : materialization and virtualization automatically based its Y coordinates on terrain height (if there's terrain underneath)

-not working everytime :/

addition : command vmap.legend with window of all minicards logos (aelita,odd,yumi,ulrich,kankrelat,xanatified LG,vehicle...)

addition : classic monsters

bugfix : graphUpdateScene is tagging nodes as 'flyingOnly' even if they are below the flying only zones (only happens when two paths are one above an other)

bugfix : rttp should be disabled by reboot

bugfix : the scanners aren't shown in the energystat window, but are taken into account in the %

bugfix : After followed lyokoElement is devirt, the follower goes to center of the map

bugfix : debug Beta > quality settings change triggers red errors - due to Unity version

bugfix : scanners pixel perfect error when minimized

bugfix : when a non-flying follower tries to follow a leader that is currently flying over void, the follower will stop, this might look weird if the leader has a destination and that we use the follower to go to those same destination.

solution : the player should use its 'secondary destination (the same as the leader)

note : if the leader is STOPPED while flying in the air, the follower shall not use its secondary destination

IA : if following someone who changes from sector (ON SURFACE SECTORS), secondary objective should be automatically sets to go to the closest way tower. (only if ALREADY following)

addition : set max 6 monster per sector

addition : digital sea falling wiggle fx add (camera usual jiggle)

addition : Add tuto chapter choice on Jeremie Window

addition : Minimize window sorting + update sound

addition : Lazer Arrow Reload system

improvement : Finish texture 3D core xana paint

improvement : check for a 'strategies options' game design doc

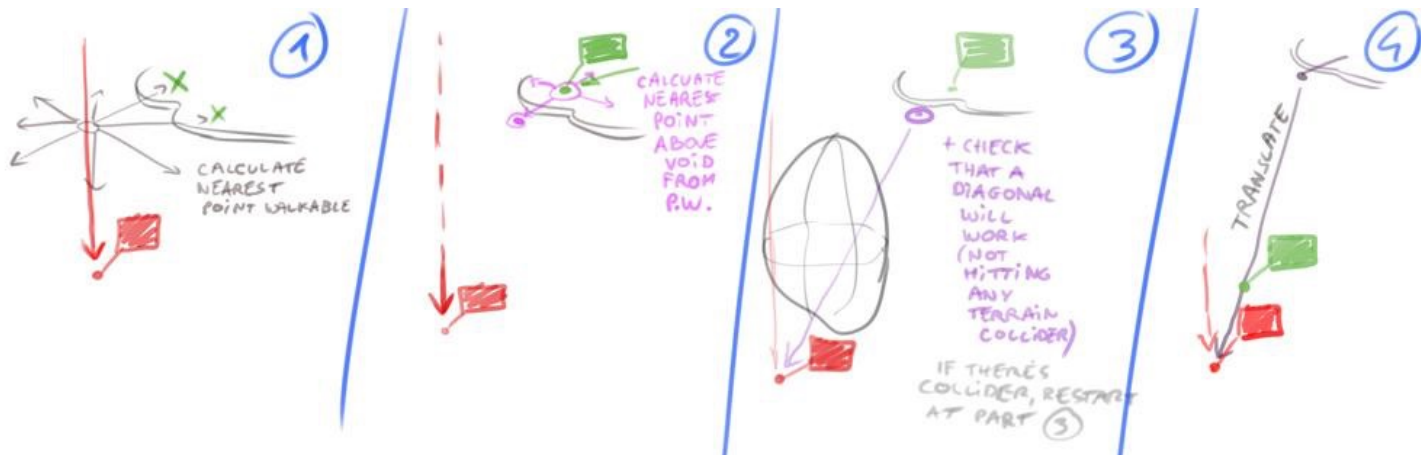
addition : Create 3D Model Sector Desert & recode

addition : custom launcher with resolution dialog, quality & fullscreen choice

addition : get back falling lyokowarriors with overv send (or be materialize under)

addition : vertical procedural flight pattern to go save a lyokowarrior

addition : aelita's creation field to create a save platform



Check List Daio :

produce and release trailer 3.1.3

addition : sector change functions

bigfix : replace superscan tower, 2D plane by an inverted one, as soon as the 2D rect mask inverted disparition engine bug is fixed

addition : Pin one window function Pin window above others (icon should stay illuminated)

bugfix : superscan - tower disappearance (neutral selected with double click) - (must wait for unity patch)

addition : on hovering card visual, same effect as hovering a lyokowarrior in the virtual map should be triggered

addition : sounds xana specter end

addition : sounds com cards buttons

addition : sound target hover / target selected re-click

addition : sounds cooling

addition : sounds scanners

addition : sounds transition category selection

addition : sounds LINK sectorAnalysis category

addition : sounds LINK frontier category (not already done?)

update disclaimer & readme with new things

re-export help in all langages

private beta vehicles, battle, classic functions, onboarding...

3.1.8 - January 2016

addition : cryptosmasher
addition : satellite control window
addition : satellite plan window
addition : differed virt / check status > if countdown
addition : Autodevirt switch (energy consuming) > if falling, the lyokowarrior is automatically devirt at -190
addition : AutoSuperscann, switch (energy consuming)
addition : AutoClose liaison switch (menu option)
addition : Creation field power to protect (cocoon) ? - 3D test out of battle > prevent battle
IA : if only one surface sector + if objective = way tower + if PATH distance from other way tower is less than 100, use concurrent way tower (improvement : lyokowarriors, when following, should understand how to go into a tower to change sector, even if there's only one sector and that it helps to travel to the other side)
improvement : new line renderer system, so we can parent selected mini cards in the strategic camera and get a line renderer fast enough to keep up with camera moves speed
addition : scyphozoa + clone window/memory stealing window and xanatication + if scyphozoa catch LW, transp(carthage) should stop xanatication on sector limit
addition : guardian + paralyzed stated
addition : GameScene Music Enabler

addition : Transporter merged into Virtual Map. Study the possibility

addition : Create 3D model Aelita Season 3 / Mataelita update season 3
addition : Create 3D model Odd Season 3
addition : Create 3D model Yumi Season 3
addition : Create 3D model Ulrich Season 3
addition : Create 3D Model Sector Forest & recode
addition : Phone + tap numbers + all citymap functions
addition : phone > direct command with the number, which will automatically activates the button once executed
addition : phone > noise effect for perturbations
improvement : Anomaly Windows > should directly show the error description into it
addition : Polymorph basis + polymorphic state
addition : DNA windows > remake a list of all possible dna states + green exclamation window (yuk!) for aelita's analysis
addition : DNA fusion kiwodd
addition : DNA sequence exchange
addition : Jeremification + 3d shader
addition : ia Xana trick to say : select any tower, but remove from your selection the last one you've activated if there's more than one available

plan on sector destruction : we cannot change all nodes to make them 'flying path', so, simply, gravity should be canceled on each lyokowarriors. Note : the vehicles might simply need to be destroyed as well to avoid any problem (exception made for the skidbladnir)

3.2.5 - February 2016

addition : Franz Hopper all Journal functions
addition : Franz Hopper tower activation
improvement : Reactivate vmap window normal drag (mouse0)
Create 3D Model Sector Ice & recode
Tower Regen
All ready to future Carthage implementation
Main Menu Quality Upgrade
+ menu: animated background
+ Kiwi on options

- + *Jim on results*
- + *Sissi on Pause*
- + *Jeremie on customgame*
- + *Franz on general config*
- + *Schyphozoa HD render on xana config*
- + *Ms Hertz on other games*

Il ne faut pas de mode 'éviter combat', on créer ça pour la marabounta, mais ça génère trop de problèmes de "triches". L'idée serait plutôt de prendre la marabounta en tant que cas particulier, et donc de faire une action 'éviter combat - marabounta-)
 improvement : disallow tower activation for xana while being in battle

3.3.0 - 13 april 2016

Add carthage

Fenêtre connexion coeur virtuel carthage >> image shatter dans AE

Idee pour le labyrinthe, système de haut/bas/droite gauche dans les actions ?

Fenêtres multiples 'access worldName' - 'accès nomMonde' (le nom de carthage au dessus)

Dans le cas des replikas, cette fenêtre est directement ouverte sans le mot de passe.

Une pour Lyoko, une pour les replika. Empêcher simplement de se connecter à un deuxième replika si on est déjà connecté au coeur d'un autre replika (ça n'empêche pas de se faire barrer le skidbladnir, où de l'avoir comme étant détruit). Bien réfléchir aux possibilités pour le Kolosse et les monstres de détruire le skidbladnir.

addition : **Factory cameras window**

addition : Elevator window

Create 3D Model Sector Carthage (heart-core room + Garage Skid create 3D model) & recode

- Remplacer element zoom par la fenêtre du compte à rebours standard

le tunnel de carthage → doit se refermer au bout d'un moment (barres en dessous)

// comme les inhibiteurs > rétablissement auto au bout d'un certain temps

if the maze close and a warrior is in a key zone, when I select another zone the high-speed power continue to shut-down even if he is fix.

Pour les tunnels ouverts qui ne veulent pas laisser passer les LGs il faut laisser la fenêtre Carthage(tunnel) ouverte jusqu'à que les LGs aient quitté Carthage car sinon l'option "changer territoire" disparaît (l'IFSCCL doit considérer qu'en fermant cette fenêtre on ferme le tunnel mais ne le fait apparaître graphiquement sur la carte tactique).

Le transporteur n'est pas affecté par le fait que l'accès à carthage soit actif ou non

Désactivation de la tour de Carthage trop simple (elle dans le secteur sans la clef donc très facile de l'atteindre et n'est protégeable que par des Rampants). Possibilité de rajouter une impossibilité de virtualiser directement dans Carthage si tour activé et (dans une future version ??) une clef pour accéder à la tour (cette clef est présente dans le D.A (ép.49).

---> **Faire un chemin vers la tour entre la clef 3 et le passage Clef. Ce chemin va de l'autre côté de carthage et hop.**

sound : arena opening / keyWay opening / transporteur grab / transporteur depose / labyrinth opening

Transporter System

+ the reboot do not have to stop the lyoko connection & should re-open previously closed windows

+ size up the stats screen

3.5.0 - May 2016

VirtualWorld (lyoko) destruction)

Sector recreation

William Control

Fix 3D model William Season 4

Create 3D model William Season 3

DarkWilliam XanaA

William ira jeter aelita dans la mer numérique au point exact de la limite des territoires soit dans la voute céleste. Logiquement, ce devrait être dès qu'il rencontre aelita qu'il la supersmoke, où bien si il gagne un combat dès lors qu'il a fait 'supersmoke sur aelita' pendant le combat et que les deux combattants restants sont lui et aelita.

Sector destructions including carthage

3.8.0 - June 2016

Create 3D Model - moduable - Network/DigitalSea << choose a clear term and stick to it
ElementZoom Network window

Marabounta

Skid bladnir fix 3d model

Skidbladnir windows

Digital sea fights

Xana AI additions

+ lyoko destroyed or rvlp with xanatifed lyokowarrior = lyokowarrior definitely under xana's control (unless getting back his data trough a translation)

4.0.0 & maybe after - July 2016

Music theme selector + auto variations

Xana World Superscan window // adapt with superscan possible ? always same bg?

Lyokowarrior Wound zoom system (allows to recover fastly) - qte- clicking right parts ?

Hopper status window

Add missions/campaign mode again

adn fusion mission 9 , mission 10 ? mission reboot - marabounta - mission adn

Replikas

+add note on the readme : reboot can't de-xanafie a lyokowarrior

Translation system

Kolossus

Original windows for weapon rematerialization ? based on the one from odd lazer arrow ? or more like overvehicles ones ?

Operator change (Jeremie switch)

+ supercomputer screen : fancy zoom/unzoom out of the lab system

Other stuff...

ADDED :

lyoko connexion window

kadikeon window

commands window

link window

energy stats window

scanners window

anomaly windows

virtual map/locator window

xana specter window

xana corrupted code window

loop transfer - scan - virt - frontier - devirt

cooling sc window

com card window

cdprog window

reboot window

console code window

mataelita window

rvlp window

help window

kiwi window
overvehicules windows
vmap legend window

Game build: limit game size - 1Gb max (without Sounds) up to 1.5GO max when sounds/musics added
(3.0.1 around 200MO, WITH sounds & two musics)

REACHED

Candidate Goals 31th of May

proper transf-scan-virt-devirt

!not reached yet! (other things done in between: 3d models / sector analysis..)

new Candidate Goals 7th of June

proper scan-virt-devirt-sector analysis

!reached! (+basic localization for LG working)

Beta Goals 14th of June

!reached!overvMater + start OverV + virtToNoVirtZone + proper transf(fix) + accelerated devirt + devirt(fix methods) + add frontier (bases)

Beta Goals 28th of June

!reached! fix locate methods (sector++ errors) + terminal keyboard commands

superscan xana attack/deactivate (newShader rim and outline + double colored Clip)

digital sea falling + LG handle > com card update on digital sea falling + anomaly on audio logo

+ xana specter + coolingSc + new minimizing system + corrupted code xana window

+ unconscious state

TO 5th of July

!reached! xana LG controlled state

+ integrate movement system / follow system

+ Tower actions : go into tower, go out tower + retrieve data + enter codeLyoko

+ comCards big update

+ mountain sector models base (+videoRef to do) 10/11 models to create // collide / level design

+ disable sector change + disable ImmusRoom

transtion new virt shader look

Overvehicle Materialization windows (base)

localization fix methods

vmap.crd to get coordinates command

fx on target/crd targetted

clic com card to autolocate

fix virt/devirt/scan commands available in the same time

TransfBar (check superposition problem that happens sometimes >> only in editor ?) + card to raz

invert commands to differentiate > lw.transf / virt.lw

display + working noVirtZone system

Classic Devirt to finish

fixed z-order bugs on tower / clipping effect on towers+sector

Speed devirt

New Cursor on vmap

focus CTRL+A & DOWN/UP functions

status: transf scan virt devirt frontier

Working quality settings for all render textures with Blur, MotionBlur, Bloom & Antialias...

Superscan > content text display + changing tower side animation (direct 3D) + videoRef

Falling tunnel effect

Digital Sea Falling LyokoWarrior > fast devirt ?

FIX scanDevirt

xana specterFix

Use long distant positions for the LyokoMaps - vmap rather than different layers

Transfbar button to autoclose link window on virt or devirt (translated message to add)

Xana window code > appear even when xana call isn't manual

New system to avoid animation reboot when minimizing a window

LG lost greyed card in transf procedure

MouseOut comCardSecondarymenu=back

New superspeed system

Display of the sectors depending on their disponibility

isMoving Behaviour recognition

FX AP/PV add SetActive(false) at the end of the animation

No Virt Zone not showing anymore

Fix Follow System - local avoidance addition (check A* documentation)

> Add back the gravity > fake it with height increase? OR disable height

> Add back the collider detections > turn them to trigger only > trigger can't collide with another trigger?

> add back reverse gravity (secondary raycast ? to check if you're moving upwards and lift up accordingly the lyokoguideComCard :

> fix lyokocards visuals borders

> comCard -card reduction is too important

> bug aelita sees ulrich rather than yumii??

> disable unfinished strategies menu for 3.0.0

> disable unfinished destroy function for 3.0.0

> devirtCheckMortelle Display

> buttons codes/destroy... not aligned with function

> bug blipping secondary menu (only on towerInterior)

> auto emptying superspeed bar & auto-recharge

> code the actions inside towers

> activate buttons only when the tween is finished

> MouseOver option = draw line between the lyokowarrior and the target on vmap

> make the lyokowarrior disappear visually when going inside a tower (disable coroutine effect if he is inside when devirt)

> disable buttons interaction canvas when not visible

> completely stop the move when the follow is canceled

> pin the actionMenu when you're inside a tower

fix : codes de materialisation DISPONIBLES when we select sector.mountain

Add Odd Season 4 profile visual new variations

Gravity based on deltaTime

bug sortie de tour en hauteur

Fix falling recognition

Double Loc Bug

TO 12th of July

+ locator (double) bug fix + new text anm

+ fix noVirt aff

+ update comcards aff

+ finish frontier retrieve data function

+ anim chiffre

+ cdprog

+ disable strategies

+ textures mountain

+ energy transfer (send/extract) / jeremie activation

+ postProd IFSCCL inside # 2 + release

+ disable unfinished overvehicles on this version

+ loading bar boot os

+ platforms private beta test

- + firewall / change transfBar Z on move
- + filter system for transitions, rttp/reboot/restart ?
- + texte boot
- + reboot : characters are made unxanated (& unconscious in this case) + one use per timeline
- + shaderWork: Material transparency between sectors elements and tower transparency / minicard transparency
- + bugFix transfCard still misplaced
- + Fx must be set as parent of the element
- + Prepare main matAelita assets
- Coordinates target must be a LyokoElement
- Firewall /Cadenas with UV textureslide? or tileable texture ?

13-14th of July

- + Do All MatAelita Code & placement/assets
- + finish aelita earth code system + random virt at start with option enabled
- + new 3D dna
- + bug carteCom unconscious flicker with the menu behind + stop move when unconscious
- + optim energyWindow
- + bug sector cardwindow opens on minimizing
- + Selected LyokoGuide : regular blip (fx repetitia)

15-19th of July

- + Finish new rttp Effects check C4D particles + bigger god rays
- + Fix raycast unregistered problem (fixed, problem was coming from jitter effect which make cam restart needed)
- + Finish MatAelita Paint + shadow version: add occlusion from 3D model
- + Limit window drag to MouseLeft click only
- + Add higher location speed parameter if the lyokocard is already opened
- + On big DISTANCE : big sphere trigger to click on towers
- + Fix MatAelita direct closing
- + Finish odd s4 + texture (test the one square, unstitched version)
- + Double click tower = superscan
- + connexion lyoko needed missing / reboot must only close lyoko connexion needed
- + second private beta test
- + bug : disable multiple center on the same object / superscan on the same tower
- + bug : tower not deactivated when specter goes after 100%
- + bug : superscan tower 10
- + bug tower not getting red when activation comes from Xana AI
- + lower the speed of specter damages
- + Info tower miniCard on tower hover
- + separated energystat command added
- + bug RAYCAST : overclick was misaligned because of reduced UV on renderTexture + lyokowarrior couldn't be clicked
- + superscan no target (simple superscan command) must trigger unending loop + superscan procedure now needed
- + add : 100% specter = buggy effects level 10 and xana logo appears => game over
- + update proper versions of the minicards FLA>PNG
- + bug : superscan life not displayed sometimes
- + re-add change sector function (one sector = loop 1 & 10)
- + Superscan : regular blip
- + sector Limit cannot be reached
- + smoother cam
- + bug cam viewport linux (do not modify viewport scale but viewport XY)
- + bug Double clic on resize button mess things, add a call at the end of the anim to check when it ends and forbid before
- + energy new timer system

July 20 - 23 (absence 24-25-26)

- + bugs virtualization
- + bug all sector in noVirt Zone at gamestart unless kill xana is performed

- + bug if superscan.xana / .jeremie recognized while displaying a normal tower
- + bug coordinates virtualization commands not recognized
- + Add a max distance for strategic cam and coordinates
- + Fix com card link errors
- + Materialization aelita fix
- + fix transfer card still misplaced
- + fix down-up commands
- + adapt tower numbers on the mountain sector so the number is correlated with the position
- + Update sector 3D miniature version
- + fix window shadows
- + finish console code
- + if 8th of august release confirmed >> production Trailer [before sounds] >> 23 release?
- + save preferences

July 27 - July 28

- + added : cinematic quality
- + fix vmap low quality mode error
- + bug fix letter rttp misplaced on countdown / white augmentation over time
- + disable on-click command console on game build
- + add crd.print command / new crd display system
- + finish rttp code / transition White / timerOnDeltaTime / lyokowarrior raz conditions
- + More precise system to get terrain coordinates - to be designed + to add
- + Add MoveCam on location's end (all sector visibility: cam proximity + wide angle)

July 29

- + fcommandes save
- + load preferences
- + ccontrolSpeed disabled
- + fix sector detail (link window) bug
- + bug tower clipping level center to base on y transport localPosition
- + bug blue tower
- + mountain sector:test moves on optimized colliders : only surface mesh + fix the deadly path
- + gamesPlayedNumber
- + fix energy bugs

July 30 - July 31

- + help menu
- + credits page
- + main menu
- + bug encoding UTF8 xml
- + save quality option
- + add vmap camera sensibility option in the option menu (base=high)
- + other games pages : dw / lw
- + option : reset saved data (preferences and such) (set to default)
- + Link to bugreport in help window & progression log
- + passage unity beta 4.2.0b4

August 1 to 3

- + update unity beta 4.2.0b5
- + filter system smoothen accross scenes
- + multiScreenshot / open screens folder
- + intro_scene / disclaimer / language selection (with onStarted bool for langage selection one time only)
- + update G2U
- + bug langage not ported to main menu

- + CHECK multiple languages load
- + Screenshot loop system for Other games pages
- + animated camera for mainMenu Lyokomap
- + fix superscan display - broken on unity beta update
- + vmap cam sensibility tests
- + bug reboot flicker (not always bugged)
- + lyokow & doctorwho screens inverted
- + 'in future version' note added to disabled buttons in the main menu
- + filters put back in front of language selection in option menu
- + bug no description on title/number hover
- + quality option doubled
- + disable lyoko3D model behind other games screens
- + center menu lines - disable buttons completely when void
- + bug difficulty change not working
- + pause menu
- + results menu

August 4

- + restart function, reset game
- + bug double reset
- + fix resizable layout of the intro menu
- + bugs fullscreen to window (camera effects bugs ? to disable on fullscreen change ?)
- + bug raz pendant superscan
- + bug commands 'm', 'o' anomalies...
- + black fade result screen introduction
- + bugs firewall
- + bugs transcard
- bugs rvlp fix white flash
- bugs rvlp current date
- bugs rvlp timelines counted
- bugs rvlp lyokowarriors not devirtualized
- bugs rvlp bug aelita
- + bugs superscan
- + bugs energie
- + supercomputer noise control

August 5

- + bugs raz
- + xana sigle menu
- + finir trad readme fr
- + bugs link window card scan
- + missing auto vmap loc on virt end
- + bugs vmap - locate -not everybody com card is open when needed
- + prepare MAC / private beta
- + fix mac streamingAssets
- + bugs intro scene (/n) use replace function

August 6

- + missing xanaAttackOnStartupDESCR / scannSelect / powerScanner / depowerScanner / noScannSelect
- + scanner'S' rather than scanner command
- + save f.commandes > keep the 'points'
- + rvlp error on rvlp.99 command
- + terminal disable dna window + kadikeon disable citymap / camera windows
- + support translated sector names on virt, sector analysis, enery transfer and vmap functions
- + missing 'quitter' command (fr)

- + for ALL : replace all center button clic by right click + not center mouse button at all
- // zoom stays on middle, it already works even with mac no-button tactile mouse
- + fix streaming assets path for help pdf & screenshot folder (causing mac bugs)
- + the game traps the mouse in window mode sometimes (drag window error)
- + transbar Animator missing on move down
- + bug link window >> scan function
- + .max & .min functions
- + update quality logo IFSCCL
- + firewall shouldn't be able to be minimize

August 7:

- + offset Odd visual unscanned card
- + msg not found 'enabled' and 'select impo'
- + menu god rays
- + bug Devirt.exe without lyokowarriors
- + bug on LG scan, 3D model rotation is reset
- + update camera target
- + bug Tower sometimes not getting red on the vmap (via xana manual call command)
- + bug fix Xana activity levels
- + bug aelita always needs earthcode
- + bug Fast Devirt window card minimize at startup

August 8:

- + bug accelerate energieStat/scanners filling bars
- + on superscan locate button click, the vmap should go infront
- + bug deadly fall t7 -489 -85
- + smooth debug speed system (can go up to 20% with less falls/turn around)
- + create windows installer
- + MORE / private beta
- + lower even all xana's initiative whatever the setting is
- + bug scanners red errors
- + journalj command added
- + adjust jeremie's animation
- + tuto CamMap
- + tuto Commands
- + bug vmap if you try to locate a non-virt lyokowarrior
- + when last tower isDeactivated, xana towerToActivate int should go back to -1
- + bug RTTP blocks xana's initiative completely
- + added jeremiej command
- + energy window diagrams takes too long to charge
- + add translators which confirmed their names + beta testers
- + bug fall devirt not deadly
- + bug 344.-198 lg lost path - not a normal speed
- + bug com card list tour 7-8 inverted
- + warning resolution message not appearing in installer
- + bloc possibility to send energy on a tower controlled by Xana
- + (temporary since we still have the unity launcher) quality setting chosen on launcher should force the one wanted on startup
- + bug save langage, sensibility...

sounds & musics whole game pass

- + sounds General Windows
- + sounds Intro Menu / Jingle
- + sounds Rttp
- + sounds Kiwi Help

- + sounds InitInterface
- + sounds Anomalies
- + sounds CDprog
- + sounds MaterAelita
- + sounds Reboot
- + sounds Locator / Vmap - target
- + sounds ComCard
- + sounds Transfer Bar
- + sounds Console Code
- + sounds connexion Lyoko
- + sounds Pause Menu / Jingle
- + sounds Result Menu
- + sounds superscan
- + sounds LINK scan category
- + sounds LINK virt category
- + sounds firewall
- + sounds energy transfer
- + sounds Xana takes control GameOver
- + sounds Main Menu (mixed bugs sounds) / Music + Fade
- + sounds COMPRESSION

Release Day 9:

- + transfBar texts fullscreen offset fix
- + 'emplacements' not translated ingame
- + polish langage missing letters created in the gunship font
- + sounds kadikeon buttons
- + sounds transbar translation
- + sounds transbar button
- + sound upper button interface / special sound for screenshot
- + Finish Immu's Room
- + Linux instructions to translate in EN

:CHECKLIST IFSCCL 3.0.0.c (administrators rights / main menu bug)

Delete all references to XML SCREENSHOTS PDF

Remove from Program Files

Use a folder with public access like doc (as done in 2.6.2....dumbo)

Remove white flash start screen

Remove cursor flash on middle transition

Check screenshot system

+ CHECK MAC

+ Test update Beta Unity 5.2.0 b6 (less chances to get the bug of the scanCard)

+ bug : when locating after virt the com card of the first warrior comes up but the other 2 dont come up until you click on the first ones picture

+ kadikeon start position fix

+ bug: xana (automatic) attacks should happens right after it automatically open & closes xanaCode

+ bug 'bump' scanCard on scan

+ bug scanner selection

+ filtre loading unscaled time, can work when opening screenshot folder

+ background can now still be animated on pause

+ bug : Save lyoko warrior from frontier working everywhere

+ CHECK MAC // 2

+ bug : devirt scan card graphical glitch

+ bug icon

+ fix jeremy's head on journal j

+ CHECK WINDOWS32 // 2

- + partie personnalisée 'text box results' too short
- + CHECK WINDOWS64 // 2
- + CHECK MAC // 3
- + readmes check FR IT ES EN PL
- + translations check
- + links check
- + change version number
- + disable debug modes
- + build windows 32
- + build windows 64
- + build mac universal
- + build linux universal
- + upload Win 32
- + reupload Win 64
- + reupload Mac Universal
- + reupload Linux Universal

3.0.1 - 16th September 2015

IFSCCL TEST SUITE : crash investigation >> check the doc below

<https://docs.google.com/document/d/1cFheQJX4DSAq8jpPCWw3RxRK6S9te0EVUMC9IKmSN3I/>

Crash Cause #1 Found & Fixed : Delete Noise and Grain <http://docs.unity3d.com/Manual/script-NoiseAndGrain.html>

(to replace with classic Noise & And Scratches ?)

Crash Cause #2 Found & Fixed : Motion Blur - Reconstruction (separated in options now)

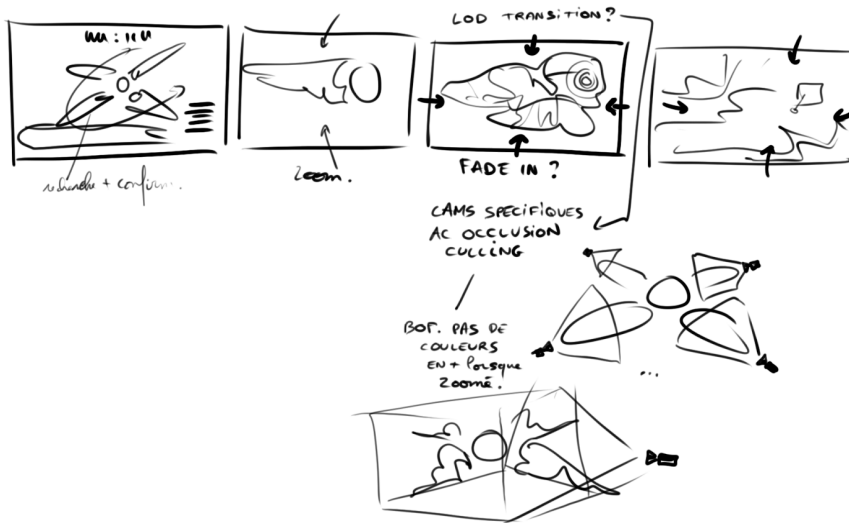
Crash Cause #3 Found & Fixed : Unity 5 standard shaders are not supported on weak graphic cards

- + Add tuto: if the user try to type older commands (transfer(start), aelita(start), scan(start)....) it will redirect to the new commands manual).
- + Add sensibility can be changed tuto Jeremie Window VMap
- + rename 'transition' procedure with 'link' procedure
- + update FR readme with liaison instead of link
- + re-export FR readme & new translations
- + separating motion blur in option menu
- + minicard stack added when a lyokowarrior is inside a tower
- + bugfix : if aelita has codeEarth needed and there's a rtp while she is moving, the screen sticks on white
- + when Aelita is devirt/codeearth she can't be revirtualized or an other lyokowarrior, De plus , en tapant "scanners" , on s'aperçoit que l'un des scanner est toujours activé (chargé à 100%), comme si la procédure n'était pas achevé.
- + bug after a virt TO lyokowarrior target > the lyokowarriors are stuck
- + integration Readme IN GAME - new help window
- + change Masks (that can be - not using image with fill amount) by 2DRectMasks
- + invert mountain sector miniature on lyokomap, much more logic with sector limit position
- + minicards shall includes logo of the creature/lyokowarrior
- + remove help/readme from the main menu
- + fix in all readmes : new command : search & kiwi
- + remove arrow from comCards
- + added missing .min / .max functions
- + preliminary work for future battle system implementation
- + preliminary work for future vmap legend window implementation
- + include in the xana config menu the status 'NONE' to xana's attacks type and initiative level
- + upload IFSCCL Inside #3 video
- + update Engine 5.2.0 RC3
- + README FR - update number - re-export
- + README PL - update number - re-export
- + README EN - update number - re-export

- + README IT - update number - re-export
- + README ES - update number - re-export
- + fix points cards
- + create/upload an IFSCCL 3.0.1 teaser
- + camera height change when targetting falling or lower than normal elements (one tower being lower in the sector) - preparing for future height mousewheel control
- + include feminine form for some options in different languages
- + superscan.vmap missing
- //////////beta fix
- + rvlp commands not working + fix procedure message 'completed' instead of 'cancelled'
- + rred messages about 'xanatified', 'transporteur' and 'hopper'
- + finishing tuto not properly saved for tuto old commands and tuto vmap
- + link window earth and sector animations not working
- + new name 'kiwi search' for the appropriate window
- + f commands can now take one more point value
- + fix "sector.nameSector" or "nameLW.devirt" not optional as expected + procedure 'link' name missing in error msg
- + reduce even more the initiative levels of Xana
- + scanners.off and scanners.on sound not loud enough + missing scanner select sound
- +fix splash Image on launcher for all platforms (and linux that suffered from its previous size)
- + if superscan(side) resulting in no tower > it trigger the sound of contamination whereas it shouldn't
- + fix can't call firewall again without closing cdprog window
- + flattening all mountain sector elements for less move bugs
- + fix : superspeed gauge will reduce at a slower rate
- + fix superscan towers going out
- + fix xana gauge size reduced after re-opening
- + fix When typing "virt.whatever(location)" without the link window opened, there's errors
- + private beta linux
- + private beta mac
- + private beta windows

- + upload 3.0.1 - windows
- + upload 3.0.1 - mac
- + upload 3.0.1 - linux
- + update banners

- + check for eventual testSuite try to make ifsccl 301 compatible with graphic cards before 2.0c pixel shader support (will only work for that version)
- FIX : remove prefab motion Shader from being directly into the scene and loaded (which still caused crashes)
- + merge 32 & 64 bits windows installers



FH journal 3D layers update

Linux notes :

Under Fedora 22, 64 bit can't run .x86 but can run .x86_64

Can't run under Debian 64 bit

Can run under Linux Mint 64 bit

Can run under Ubuntu 14.04 LTS 64bits

The game icon can turn to a default icon when playing

libgtksourcesview-3.0-common needs to be installed (generally it's automatically added through OS updates)

note : Camera battle scene : ScreenSpaceOverlay Camera setting = visual bugs, prefer WorldSpaceCamera

For those who wonder on commands change, here's an example :

What made you decide whether to have the transfer command as yumi.transf as to transf.yumi ?

>> it's for the differentiation between what is a function and a subparameter 'or parameter and subparameter if you prefer).

If you look at the command 'virt.yumi', what do you think it is ?

It's not yumi virtualization! Because it's a subparameter, 'virt.yumi' means that the virtualization will take yumi (that is already virtualized) as a target to where to virtualize, not to virtualize her ! That's one of the many example of why there's such differentiation between the commands