Witanlore: Dreamtime Crack And Patch

. . - I tried to get to the bottom of how I was making it laggy, but I think it has something to do with the tiles being loaded when the user is close to the middle of the world - There are many of these glitches, but I'd rather have them in place than just have all . . . - World borders now have correct locations - Followers (some sort of AI construct) now follow the player, and can react to player actions - I changed the world mapping system to use a hex grid, but some of the art is still in place and may need to be updated, so this could take a few builds to work with - There are build in space elevator and control tower that work with it, they look ugly, but they work - AI that is responsible for the weather now can target the player - NPCs do not follow the player unless you load into their environment - When you load into an environment, you no longer start at the top of the map, instead you start at the last location you were in when it's loaded, so this may have an impact on you if you were just at the end of the world map - You can no longer visit the planet a black screen will load up to the location where the planet is - Kulesa is now a minor faction and will eventually disappear - I removed most of the planetary control nodes - The trade node has been reduced in size - Double suns/asteroids have been added to Kulesa - There are now resources that can be upgraded - There are now distinct factions with unique biomes that are used to build out the planets - Player no longer has a health meter - Player will be escorted by followers that can help you defeat things on the planet, or grab resources for you to exploit - The solar rays have been modified - There is now a solar beacon in each of the major world map areas - Weather effects have been removed from the factions - Most of the node placement is now off the the map - The solar system now does not form a rectangle - The travel ring has been reduced in size - There are now a few different sorts of moons, each one has a biome that is used to build out the planets - Early in the game there is an NPC 82157476af

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