
Homebrew - Patent Unknown Xforce

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About This Game

All vehicles in the screenshots are creations made by the community. This vehicle sandbox has a steep learning curve so keep in mind that it will take time to learn 5d3b920ae0

Title: Homebrew - Patent Unknown
Genre: Action, Indie, Racing, Simulation, Early Access
Developer:
Copybugpaste
Publisher:
Copybugpaste
Release Date: 14 Nov, 2014

Minimum:

Requires a 64-bit processor and operating system

OS: Microsoft Windows 7 (latest SP) 64-bit

Processor: Intel

English

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[24-08-2016]New update: physics changes, new parts and more! : From the team. [Patch Notes HB14] Part changes and bug fixes #2 : We've been busy patching some of the issues that you guys discovered with HB14 to get it more stable. For those who're wondering about some of the HB13 parts missing in HB14, no need to worry, they'll all be back soon! At the same time work on the DirectX 9 update continues, and although this one isn't out just yet, it'll follow shortly! But we didn't want to hold this one back for any longer,since we managed to get engines to behave more properly and make car building easier. Below you can find the changelog: Undo/Redo shortcuts (CTRL+Z, CTRL+Y) Save and save as shortcuts (CTRL S, CTRL+SHIFT+S) Tool shortcuts (upper keyboard numbers 1, 2, 3) Fixed the bug where the project menu remained onscreen after closing on lower resolutions Put new driveshaft system into place, this is a multilinking system and there are no splitters/mergers required and it will transfer the torque through the link chain to the users. The user RPM will now be calculated separately which isn't as realistic as the other system but it is easier and works (think HB13 way). This applies for the following parts: Simple Falcon 6 Simple Single gearbox Simple Car transmission Simple Wheel Hub Simple Propeller hub The new combustion engines (Falcon 6, M14P radial engine) now has a clutch worked in, here's a simple example of how to setup your car: Fixed glitches with propellers going to NaN RPM Fixed the propeller blade angle properties (they resetted to 0) Fixed flamethrower particle effect Increase player spawn time so that less people fall through the map New/more default vehicles have been added Fixed bug where wheels didn't hit the ground on small scales And Lastly, we wish all of you the best for the holidays and like to thank everyone once more, for all the support you've been giving us.. From Homebrew pre-alpha to ALPHA : Today marks the transition from pre-alpha to alpha and it's also the first version of Homebrew where the community had this much input on the direction that we were heading in. Whereas V13 was designed for our personal amusement this version is different and the result of constructive feedback from the community. It helped us shape the game and without you guys we wouldn't have this build on our hands today. Thanks a lot to everyone who made suggestions, reported bugs and supported us on this exciting journey. HOMEBREW V14 is an entire rework of the game and the new core systems are redesigned to build bigger/more advanced in less time. These new systems will also allow us to implement new content faster which results in more frequent updates. The changes we're talking about are huge in comparison to the previous updates and it's impossible to mention them all.. [2-8-2017] Hotfix! : From the team With the release of the Lua patch, we've been keeping a keen eye on discord and steam, to make sure the update gets received smoothly. So far there hasn't been too many issues, apart from some surprise crashes, and some request. So we've issued a hotfix to adress these Crash after using Camera gadget on some rare occasions Screenshots no longer being detected by Steam Gyrometre not giving correct values We've also made a couple of changes to the API Added HBU.EnableGadgetMouseScroll() Added HBU.DisableGadgetMouseScroll() Added HBU.TakeScreenshot(path, callbackOnFinished, supersize) Because of these changes, we've also modified the in-game gadgets to use these functions accordingly. You can now use your scrollwheel to switch gadgets again! We'll continue monitoring Steam, DISCORD [discordapp.com] and our other channels as usual! EDIT We've found some small bugs with the quantum cube, those should now be fixed. Edit 2!: We've done some more fixes with the quantum gadget, and an issue where you couldn't enter world vehicles anymore! If you encounter a bug please follow these steps so that we can solve it even faster: See if you can replicate the bug Be as specific as possible about the issue, the more information the better. Preferably attach your outputlog.txt file which can be located in: installed directory / HB146Data folder (right click on Homebrew in your game library, select properties and then browse local files) Notify us on Steam or Discord [discordapp.com] DREAM - BUILD - ENJOY Copybugpaste Team. Upcoming Homebrew Features: Home sweet home part 1 : From the team

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