

21.03.2018. — Mind Horror version 1.0.6.beta3

Leap Motion Setup: [Orion Beta \(VR\) 3.1.3](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

Vive driver: [latest](#)

SteamVR: [latest](#)

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1. Fixed:

- a bug with the location of players.
- a bug with a computer button in the office of the sixth player.
- the load on the local network has been reduced.
- optimization.
- some minor bugs.

28.04.2017. — Mind Horror version 1.0.6.beta

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1. Fixed:

- improved performance fps.
- colors in the launchers match the colors of the players.
- bug with legs on the conveyor belt.
- some minor bugs.

2. Added:

- German localization.
- autorotation of the front player on the trolley at the end of the mines.
- Some voice phrases.

3. Changed:

- visual improvement of the console breaking on the "Conveyor" level.

24.02.2017. — Mind Horror version 1.0.5.

Leap Motion Setup: [Orion Beta \(VR\) 3.1.3](#)

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

Vive driver: [latest](#)

SteamVR: [latest](#)

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1. Changed:

- using new version of the Unity engine.

2. Fixed:

- some minor bugs.

3. Added:

- Bulgarian localization.

08.02.2017. — Mind Horror version 1.0.4.

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Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

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1. Changed:

- turn on the trolley is now using the button.
- some visual and audio improvements.

2. Fixed:

- some minor bugs.
- bug with lever of trolley.
- bug with the turning off volume.