

06.04.2018. — Cosmos version 1.4.5

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:

- even further reduced the load on the local network.

16.03.2018. — Cosmos version 1.4.4.beta

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:

- the load on the local network has been reduced.
- optimization.
- minor fixes.

5.12.2017. — Cosmos version 1.4.3.beta5

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. Added:

- Italian localization.

2. Fixed:

- some minor bug fixes.

20.09.2017. — Cosmos version 1.4.3.beta4

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. Added:

- Slovenian localization.
- the ability to make screenshots on behalf of the player's face.
- the ability to select the resolution for the screenshot in the operator settings file (settings.ini).
- more robots at the level with the reactor.

#### 2. Fixed:

- a bug with video disconnection in the operator.
- the names of the players are no longer visible through the walls.
- fixed flying through objects in space.
- sticking of the players in the command center.
- a bug with a blinking light in space.
- reduced the speed of flight in the corridors.
- accelerated the initial download of the game.
- some minor bugs.

#### 3. Changed:

- loading tasks for the players in the corridors.
- the settings buttons in the operator are blocked during the game.
- the help buttons in the operator are blocked until the right game moment.

11.07.2017. — Cosmos version 1.4.3.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. Added:

- Chinese localization.

01.05.2017. — Cosmos version 1.4.3.beta

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:

- Corrections in German localization.
- Overall performance improved
- Optimization for Vive.
- some minor bugs.

23.11.2016. — Cosmos version 1.4.2.

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. Added:

- now you can change volume of audio guide in operator's program settings.
- you can change main volume in operator's program settings.

2. Fixed:

- bug when operator's program not responding.
- some minor bugs.

11.11.2016. — Cosmos version 1.4.1.

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

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

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1. Added:

- skip calibration.
- now you can change volume settings for each player in operator's program.

2. Fixed:

- bug with disappearance of player names in operator's program.
- some minor bugs.

3. Changed:

- visual design of the operator's program interface.
- now in the game for 5-6 players, at the end can be saved two escape pods.

06.10.2016. — Cosmos version 1.4.0.

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

Oculus Runtime: [latest](#)

Nvidia driver: [latest](#)

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1. Added:

- Hungarian localization.
- game groups for players.

2. Changed:

- licensing system.
- levels are loading now faster.
- unified player launcher for Avatarico games.

20.09.2016. — Cosmos version 1.3.8.

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

Oculus Runtime: [1.6.0.250794](#)

Nvidia driver: [latest](#)

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1. Added:

- Portuguese localization.

2. Fixed:

- Bug with disappearance of player names.

15.08.2016. — Cosmos version 1.3.7.

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

Oculus Runtime: [1.6.0.250794](#)

Nvidia driver: [latest](#)

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1. Fixed:

- some minor bugs.

12.08.2016. — Cosmos version 1.3.6.

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

Oculus Runtime: [1.6.0.250794](#)

Nvidia driver: [latest](#)

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1. Fixed:

- bug with puzzle capture and sync in command center.

10.08.2016. — Cosmos version 1.3.5.

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

Oculus Runtime: [1.6.0.250794](#)

Nvidia driver: [latest](#)

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1. Fixed:

- bug with pyramid activation by telekinesis in command center for six players.

2. Changed:

- hand calibration improved at the start of the game.

09.08.2016. — Cosmos version 1.3.4.

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

Oculus Runtime: [1.6.0.250794](#)

Nvidia driver: [latest](#)

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1. Added:

- Turkish and Czech localization.

05.08.2016. — Cosmos version 1.3.3.

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

Oculus Runtime: [1.6.0.250794](#)

Nvidia driver: [latest](#)

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1. Changed:

- adaptation to use with Oculus CV1.

01.08.2016. — Cosmos version 1.3.2.

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

Oculus Runtime: [0.8.0.0](#)

Nvidia driver: [latest](#)

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1. Changed:

- The feel of hands improved.
- The interface is closer for the players.
- Column buttons moved higher and closer in Command Center.

10.05.2016. — Cosmos version 1.3.1.

Leap Motion Setup: [Orion Beta \(VR\) 3.1.1](#)

Oculus Runtime: [0.8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- Korean localization.

2. Changed:

- Video streaming could be splitted sometimes.

13.04.2016. — Cosmos version 1.3.0.

Leap Motion Setup: [Orion Beta \(VR\) 3.1.1](#)

Oculus Runtime: [0.8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- Bulgarian localization added.

2. Fixed:

- Bug with keys and columns fixed.

3. Changed:

- Hands models changed.

4. Known bug:

- Video streaming could be splitted sometimes.

04.04.2016. — Cosmos version 1.2.9.

Leap Motion Setup: [Orion Beta \(VR\) 3.1.1](#)

Oculus Runtime: [0.8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- Video streaming optimization.
- Hebrew and greek localizations.
- Photon disconnect will cause closing the operator application and players launchers.
- If operator lost connection, the message appears.
- Font size option.
- Logs view optimization.

## 2. Fixed:

- Bug with charge in the reactor and similar to it.
- Simultaneous hitting the buttons in the menu.
- Returning in the other player's corridor after opening the command center.

## 3. Changed:

- Photon server v4 migration.

16.02.2016. — Cosmos version 1.2.7.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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## 1. Changed:

- Improved Photon server logic. Separate "game room" is created every session, not every operator launch.
- Surveillance camera resolution is lower.

25.01.2016. — Cosmos version 1.2.6.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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## 1. Changed:

- Visual changes.

## 2. Fixed:

- Minor bug fixes.

15.01.2016. — Cosmos version 1.2.5.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- Flashback scene added.
- Rate the game option added.

31.12.2015. — Cosmos version 1.2.4.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- In-game audio indication at the operator application.
- Players naming option.

2. Fixed:

- Minor bug fixes.

3. Changed:

- Visual changes.
- Loading time between replication module and reactor is less.
- Main menu button is more recognizable.
- Players priority is more user-friendly.

18.12.2015. — Cosmos version 1.2.3b.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- User-friendly players priority option.

2. Changed:

- Visual effects added.
- At the corridors Green player should find robot's serial number at the menu.

03.12.2015. — Cosmos version 1.2.2.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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1. Added:

- German, spanish, catalan localization.

2. Changed:

- Players priority option added.
- Visual changes.

30.11.2015. — Cosmos version demo.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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Incomplete version for two players.

27.11.2015. — Cosmos version 1.2.2b.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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1. Fixed:

- "Thick hands" bug fixed (Moscow).
- Leap motion bug fixed (Barcelona).

18.11.2015. — Cosmos version 1.2.1.

Leap Motion Setup: [2.3.1](#)

Oculus Runtime: [8.0.0](#)

Nvidia driver: [latest](#)

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1. Fixed:

- Hand doesn't stick to the "sleeve".
- Minor bug fixes.

2. Changed:

- Visual changes.