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Minimum: OS: Windows 7 SP1 (64bit) Processor: Intel Dual-Core 2.4 GHz or AMD Dual-Core Athlon 2.5 GHz Memory: 4 GB RAM Graphics: NVIDIA GeForce 9800GT / AMD Radeon HD 5670 / Intel HD Graphics 4000 with 512 MB VRAM DirectX®: 10 Hard Drive: 45 GB free space Audio: DirectX®-compatible on-board Recommended:OS: Windows 7 / 8 / 10 (64bit) Processor: Intel Core i5-4460 or AMD FX 4300 or better Memory: 8 GB RAM Graphics: NVIDIA GeForce GTX 660 / AMD Radeon HD 7800 Series with 2 GB VRAM DirectX®: 11 Hard Drive: 70 GB free space, SSD / Hybrid HDD / SSHD storage Sound: DirectX®-compatible soundcard * Starting January 1st, 2024, the Steam Client will only support Windows 10 and later versions. The macOS port of Arma 3 is considered experimental and has various limitations. Please review them before making a purchase for this platform.Minimum: OS: macOS Big Sur 11Processor: Apple M1 or 2-core Intel Core i5 1.4 GHz or betterMemory: 8 GB RAMGraphics: Intel HD Graphics 5000 or betterGPU Memory: 1 GBHard Drive: 45 GB Recommended:OS: macOS Big Sur 11Processor: Apple M2 or 6-core Intel Core i5 3.7 GHz or betterMemory: 16 GB RAMGraphics: AMD Radeon Pro 580X or betterGPU Memory: 2 GBHard Drive: 130 GB Page 2 20 (Unchanged)Rare: 30->45Epic: 60->80Legendary: 100->160Extreme: 120->180V. KurumiAdjusted the duration of the healing circle created by Ultimate [Purified Circle] from 15 sec to 14 sec.VI. Tarka JiAdjusted the time without [Heat] gain after [Overheated] ends from 10 sec to 16 sec in Ultimate status.VII. Other AdjustmentsOptimized how Rage is carried over when transformer heroes cancel their ultimates. Now, when returning to normal form, your Rage percentage will be set to whichever is higher: your Rage percentage before transforming or your Rage percentage when you cancel the ultimate.Weapon Adjustments1. Flying KnivesSlightly reduced the stagger duration of the third Vertical Strike in a row against grounded enemies.II. Dual-wielded WeaponsOptimized the special effects when repairing dual-wielded weapons with Weapon Repair Kits.III. Single-edged Weapon1. Slightly increased the stagger duration of Single-edged Weapon Skills' blast on enemies.2. Single-edged Weapon Skills will change to Blue Focus status after the first Chinese character appears.IV. Heavy SwordThe first strike of Heavy Swords' Congenic Skills can now clash with both enemy's Common Attacks and Focus Strikes.Battle Adjustments1. Congeneric Skills will no longer consume durability of weapons not in the current weapon slot.2. Crappling Hooks will no longer cause hit effects when hitting enemies being countered.V/Dev Notes: After a successful counter, targets were often interrupted by your teammates' grappling hooks, which prevents the countering player from landing their counter attack. We've adjusted the hit priority of characters when being countered to address this issue.Souljade AdjustmentsI. Heng Sword SouljadeAdvanced the timing of the prompt special effect for [Aerial Dash].II. Flying Knives SouljadeSlightly reduced the explosion special effect size of [Palm Lightning].III. Other AdjustmentsRemoved the Souljade [Focus Slide] as an in-game drop from Quick Match, The Herald's Trial, and Immortal War modes.In-Game Adjustments1. Gameplay Process Adjustments1. In Immortal War, an additional Yang Spirit Well will spawn during the third round of Spirit Well refreshes. When occupied or when it disappears after the timer, it will inflict Yang Depletion to players within range who don't have the power of beasts.Players affected by Yang Depletion will receive the [Capture the Flag] quest. A Sunwing Flag will spawn in the scene. Deliver the Sunwing Flag to the Spirit Well Shrine and keep it there for 10 sec to complete the quest and remove Yang Depletion from your entire team.If no players on the team are in Yang Depletion status, the Sunwing Flag will be dropped.2. Increased Realm of Yang's number in the first round of Immortal War from 3 to 4II. Feature Optimizations1. You can now see the skill variants you and your teammates choose on the hero selection screen during the preparation phase.2. Camera orientation will no longer reset when revive at a Soul Altar.3. Enhanced the visual display of some in-game quest panel progress barsIII. Mechanism AdjustmentsYang Spirit Well Adjustment: Reduced the area that inflicts Yang Depletion effect in The Herald's Trial, Quick Match, and Bot mode.Added new exits and Soul Altars within the safe zone at the end of the second round of Realm of Yang to ensure teams leaving Realm of Yang can resume previous match without disruption.IV. In-game Economy AdjustmentsIn Immortal War, the first round of Epic Arrows available to purchase at Rift Dealers will now begin earlier.In Immortal War Duos and Trios, the price of Epic Armor has been increased. The number of Epic Armors available in the first round has been increased.Some modes will have their Epic and Legendary Armor replaced with Yang Crystal Powder\u00b7Advanced and Yang Crystal Powder\u00b7Intermediate.Out-of-Game AdjustmentsI. Added Emote Reception SettingsYou can now choose whose emotes you receive during matches.II. Stack Up High Interaction AdjustmentsAdjusted the interaction for Stack Up High. When near other players, use your radial interaction menu, and select Stack Up High to interact.III. Optimized Applicable Items of Cosmetics 50% Discount Voucher and MoreWhen using the Cosmetics 50% Discount Voucher, some outfits that can be purchased with Tae were visible but couldn't be discounted. To avoid confusion, the following cosmetics will no longer be supported by the Cosmetics 50% Discount Voucher:Accessory:Spring Furin, Kami Bells, Scarlet Glare, Nightmare Hunter, Silver Masquerade, Ramskull, Royal Augur, Sly Treasure, Birdbrain, Panda Bear, Sloth, Lucky Lantern, Eaglet, Ruthless, Imperial Crane, Imperial Crack, Kitsune Face, Peddle, Bidding Component, Harmony, Whatifal, and Firebrand.Skin: Lo\bjy Mas\bcAdded \"Life is Only a Century\" and \"Still Thinking of Him\" to the lobby music from the Howie & Landau crossover. Enjoy!Showdown Adjustments1. Battle Adjustments1. Optimized the preparation animation for the [Vinemire]'s decimator movi.II. Stage Adjustments1. Tempered Inferno Adjustments(1) After all team members exit the stage clearance tip screen during the preparation phase, the preparation phase countdown will be shortened.(2) Based on online data, the following numerical adjustments have been made:\u00b7Appropriately reduced the attack of monsters in Tempered Inferno\u00b7Solo and Tempered Inferno\u00b7Nightscream\u00b7Solo, and increased the initial Health of Chaos Furnace.\u00b7 Added one extra rebirth chance to Tempered Inferno and Tempered Inferno\u00b7Solo.\u00b7 Appropriately reduced the Health of the 4th and 5th round boss monsters in Tempered Inferno\u00b7Nightscream\u00b7Solo.2. Nirritti's Ruins AdjustmentsShortened the duration of the black screen when switching between areas.III. Feature Optimizations1. Added Showdown hero display setting in profiles, where you can customize which heroes to display.2. Main Chapter Stage Unlock Requirement Adjustment:In main chapter modes, when you complete a stage you haven't unlocked while with teammates, your completion record will be saved. When you complete the prerequisite stages, this stage will be immediately marked as completed.3. Added hero potential recommendations to the Recommended feature. It shows both recommended potential and popular potential for the current hero.Feature Optimizations1. Client OptimizationsRay Tracing Experimental Version Now AvailableAfter this update, ray tracing can be enabled in the graphics settings after activating DirectX 12 mode. When enabled, ray tracing global illumination and ray tracing reflections technologies will greatly enhance visual effects across all maps and modes, providing more realistic real-time lighting effects and a more immersive gaming experience.(1) Ray tracing is currently only available on NVIDIA and AMD graphics cards that support ray tracing acceleration will support ray tracing after deep optimization at the driver level. Players are recommended to upgrade to the latest driver version to ensure performance costs. This can be offset by using image enhancement features (DLSS, FSR, XeSS) and Frame Generation to improve performance and get a better experience.(3) This update integrates NVIDIA DLSS ray reconstruction technology, which uses AI to denoise sampling results, generating higher quality pixels and improving ray-traced image quality. Players can enable ray reconstruction in the graphics settings after enabling ray tracing. This technology is currently only available on RTX 40 series and above graphics cards.(4) Ray tracing is currently in experimental version and will continue to be optimized in future versions. If abnormal crashes occur with ray tracing enabled, players can disable it in the settings on the login screen.II. In-GameStandardized the speed of entering Blue Focus status during charging and successful charging in different frame rates.Store UpdatesI. New Items in Item StoreNewly added Legendary Item [Swordsman Crate] with a price of 120 Gold. Purchase Limit: 10. Grants a random unowned Howie & Landau Outfit, Weapon, Hairstyle or Accessory. Completing the collection unlocks Legendary Gesture Howie & Landau\u00b7Cyclone Rise. Can be claimed in Profile - Collections. After completion, a crate opened grants you Spectral Silk*240.II. New Discounts1. Newly added Legendary Rescue Effect [You Good?]. Standard price: 900 Gold; Now: 600 Gold.2. Newly added Epic Kill Announcement [Paper Glider]. Standard price: 300 Gold; Now: 200 Gold.III. New Items in the Gift StoreIn the Gift Store, newly added:Legendary Gestures [Playhouse\u00b7Left]. Redeemable by 270 Fragrant Jades.Legendary Gestures [Playhouse\u00b7Right]. Redeemable by 270 Fragrant Jades.Please note that with this update, the Draconic Treasures will be removed in the Gift Store. Instead, players can now redem for Splendor Treasure Choice Gift by 65 Fragrant Jade each, with a monthly redemption limit of 3.Bug Fixes1. Battle-related Bugs1. Fixed an issue where outfit attack rotation could cause abnormal character model collision in specific cases.2. Fixed an issue where players could release Ultimates not usable under attack while airborne after being hit by the combat item [Katana Tome].II. Hero-related BugsFixed an issue that would cause Tematch's Storm Prison's Slowed effect to be applied to Tematch's allies in some situations.","comment_count":15,"tags":
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