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Windows macOS SteamOS + Linux Minimum:Requires a 64-bit processor and operating systemOS: Windows 10 or higher (64-bitProcessor: 2.8 Ghz Quad Core CPUMemory: 8 GB RAMGraphics: 2 GB Dedicated MemoryDirectX: Version 11Network: Broadband Internet connectionStorage: 15 GB available spaceSound: Sound Card: DirectX® CompatibleAdditional Notes: Running a Dedicated Server and Client on the same computer will double ram requirements. Also future releases may require more hard drive space. Recommended:Requires a 64-bit processor and operating systemOS: Windows 10 or higher (64-bit)Processor: 3.2 Ghz Quad Core CPU or fasterMemory: 12 GB RAMGraphics: 4 GB Dedicated MemoryDirectX: Version 11Network: Broadband Internet connectionStorage: 15 GB available spaceSound: Sound Card: DirectX® CompatibleAdditional Notes: Running a Dedicated Server and Client on the same computer will double ram requirements. Also future releases may require more hard drive space. 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Also future releases may require more hard drive space. Recommended:OS: Toonix 18.04 (64-bit)Processor: 3.2 Ghz Quad Core CPU or fasterMemory: 12 GB RAMGraphics: 4 GB Dedicated MemoryNetwork: Broadband Internet connectionStorage: 15 GB available spaceAdditional Notes: Running the Dedicated Server and Client on the same computer will double ram requirements. Also future releases may require more hard drive space. 2 20 (Unchanged)Rare: 30->45Epic: 60->80Legendary: 100->160Extreme: 120->180W. 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 Rige is carried over when transformer heroes cancel their ultimates. Now, when returning to normal form, your Rige percentage before transforming or your Rige percentage when you cancel the ultimate.Weapon Adjustments1. Flying KnivesSlightly reduced the stagger duration of the third Vertical Strike in a combo 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' Congenieric Skills can now clash with both enemy's Common Attacks and Focus Strikes.Battle Adjustments1. Congenieric Skills will no longer consume durability of weapons not in the current weapon slot.2. Grappling 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 so that the grappling hook will no longer interrupt the counter attack.VI. Weapon Adjustments1. Heng Sword SoulJadeAdvanced the timing of the prompt special effect for [Aerial Dash].II. Flying Knives SoulJadeSlightly reduced the explosion special effect size of [Indra's Lightning].III. Other AdjustmentsRemoved the SoulJade (Pichu Slide] as an in-game drop from Quick Match, The Herald's Trial, and Immortal War modes.In-Game AdjustmentsI. 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 Armors available to purchase at Rift Boutiques 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 reduced.Epic Armors will have their Epic and Legendary Armor replaced with Yang Crystals.V. Other Adjustments1. Adjusted some recommended Equipment Sets for Chaos Furnace \u00b7 Nightscream\u00b7Soloists.2. Nirrtti's Ruins AdjustmentsShortened the duration of the black screen when switching between areas.III. Feature Optimizations1. Added Showdown Mode's Recommended Equipment Sets for Chaos Furnace \u00b7 Nightscream\u00b7Soloists.2. Which Chapter Stage Unlock Requirement Is Displayed Depends on Your Current Progress.Bug Fixes1. Fixed an issue where your equipment loadouts in your main character menu, your completed Sets, and your Equipment Sets would not be saved. When you complete a stage, this stage will be marked as completed.2. Added a total recommendations to the Recommended Feature. It displays the total recommendations for the current hero.Feature OptimizationsI. 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 improve 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. In future versions, Intel graphics cards with ray tracing acceleration will support ray tracing after deep optimization at the driver level. Players are recommended to upgrade to the latest driver version for their graphics cards.(2) Enabling ray tracing will incur some 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 tracing 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 should disable it in the settings on the login screen.II. In-Game Standardized the speed of entering Blue Focus states during charging and successful charging in different Frenzy states.Now Updated: New Items in the Store\u003cbr\u003eRecently added Legendary Emote Crate\u003cbr\u003eRecently added Legendary Emote Howie & Landau\u003cbr\u003eCyclone Rise. Can be claimed in Profile - Collections, After-hatchery or Accessory. Completing the collection unlocks Legendary Gesture