

Crashed Lander

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Version 2.5 Feb 2nd, 2015

This is version 2.5 of Crashed Lander. There are quite a few additions and changes since versions 2.0 and 2.2VR. Most notably - the monitor and VR versions of the game have been combined into one package again. Yay! It was a lot of extra work having two versions and this new setup seems to be working well. This is also the first version that will be available on Steam.

Please send bug reports, questions and comments to me at kitchendon@gmail.com, or use the contact form at CrashedLander.com. You can also check the discussion forums on the Steam page for the game.

Thanks for your support and have fun crashin'!

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Keyboard Controls:

WASD or Arrow keys: forward, back, turn left and right

Left Click or Space: fire all thrusters / menu select

Q and E: Strafe left and right

R: Restart the level

T: Toggle the trails effect

ESC: Pause menu

=: Toggle FPS counter - will replace the timer display on back of lander

[] : Decrease/Increase the camera's Field of View. (monitor mode only)

Middle Mouse Button, Backspace : Recenter the Oculus view

P: Toggle the Oculus TimeWarp function.

Gamepad (xbox 360) controls:

A: Thrust

Y: Restart level

Left analog stick: forward, backward, left and right

Left and Right Trigger: Strafe left and right

Start: Pause menu

Select: Recenter Oculus view

Hard Mode Flight Controls: (keyboard only)

WSIJ: Fire one of the 4 thrusters. Hold all four at once to thrust evenly

You can also use **both Shift and both CTRL keys** to fire thrusters

Q and O: Rotate right and left

Note that some keyboards have trouble reading certain multi-key combinations. You may need to experiment with different key bindings to find something that works for you.

General Notes

- Remember that you can change Resolution, Graphics Quality settings, and Key Bindings on the configuration menu that shows before the game loads. If you're not seeing this window try holding the ALT key immediately after launching the game.
- The Restart key is your friend. Some of these levels are very hard and you'll be re-trying them often. Quicker to hit R or the Y button on your gamepad than to pause and navigate the menu. :)
- In Pad Hopper mode you need to land at the first three pads to unlock the fourth and final pad - but you can do those first three in any order. The compass does not always point you towards the quickest route..
- If you accidentally go into Oculus Rift mode and you don't have a Rift connected you won't be able to move the screen cursor to select menu items. Hit the ESC key to reset to monitor mode.

- Hard mode is very hard. Like *QWOP*-y hard. It may seem impossible at first but once you get a feel for it you can have a lot of fun. Some people can even fly faster in Hard mode because of the increased control it offers.

Oculus Rift Notes

- You can switch between Monitor and Oculus modes on the Main Menu using the menu option or the V key.
- If you see only a black screen the first time you switch to Oculus Mode - force-quit the game (alt-F4 on Windows) and restart.
- Remember that the *DirectToRift.exe* is not just for using the *Direct To Rift* display mode - it'll work for Extended mode too. It's more like a shortcut telling the Unity engine to start up with settings appropriate for your Rift.
- If you don't use DirectToRift.exe make sure to set the proper resolution for your Rift in the configuration menu mentioned above. You'll want to check the Windowed option, even though it will be full-screen on your Rift - this is just an oddity of the Unity/Rift display setup.

Changelog

February 2nd - v2.5

- VR and Monitor version are now re-united under one package
- Recent changes now included for Monitor users including smoother physics, FPS counter, new skyboxes, Fade in/out at beginning/end of each level
- 10 new Ring Runner levels! Total of 44 levels now
- *Columns* level replaced with new *Overview* level
- *Switcheroo* level is now easier and less 'Rage-Quitty' :)

- New reward system. Get faster times to earn more stars. Earn 132 stars in Normal mode and 44 in Hard mode.
- New tracking system for reward stars and collectible widgets
- Info signs on Main Menu to show the number of stars earned and widgets found
- Info sign and countdown timer at the beginning of each level
- New score display and celebration when completing levels
- Collectible widgets now on all levels, including Ring Runners. 132 widgets to find.
- New thruster particle effects - kick up dust when near the ground and some surfaces
- New fire particles
- Optimized performance: Trimmed some bloated objects, reduced some texture sizes, now using Forward rendering instead of Deferred, simpler Terrain shader
- Dynamic text now driven by Unity 4.6 UI features
- Time Trial mode is now called Pad Hopper mode
- Main Menu now remembers if you were selecting from Pad Hooper or Ring Runner levels.
- No more fuel high score on Pad Hopper mode. Too cluttered to have two scores for one level. Fuel will return in a Sooper Sekret new mode coming soon.
- Key Bindings now have more sensible names
- Change Field of View in monitor mode with the bracket keys.
- New tutorial video. I decided to host this on YouTube so that I could easily add Closed Captions in multiple languages.
- Hard mode indicator now more visible on Lander
- Smoother mouselook movement for Monitor mode

October 29th - v2.1VR

- Updated the full VR version of the game with SDK 0.4.3
- Added new smoother physics, toggle timewarp, and FPS counter.

- Changed the background stars from hack-y sphere to full skyboxes.
- Added a 'blackout' screen during level load for more comfortable VR viewing while switching levels.

October 28th - dk2e demo

- Added a Frames Per Second counter. Toggle it on/off with the = key.

October 25th - dk2e demo

- Updated the ship physics - it's even smoother now. Thanks to BaseDeltaZero on reddit for the reminder about the Interpolate setting!

October 25th - dk2d demo

- Updated to use the 0.4.3 SDK
- Changed the Physics sim to run at 75 FPS instead of 30 FPS. The ship handling might feel slightly different if you're used to the older version - but should look much smoother since it now matches the display on the DK2.
- Adjusted the gamepad controls. Turning left and right while also thrusting should be a little smoother.
- New Linux build - experimental

September 7th - dk2c

- Updated Windows versions to use 'universal' build of the game that should work on both 32 and 64 bit versions of Windows. This seems to have fixed the problem some folks were having with head tracking. If you are using a 32bit version and have any trouble please let me know and I'll get you a 32bit only version.

September 6th - dk2c

- No changes other than updating to the newest 0.4.2 SDK from Oculus.

August 14th - v2.0dk2b

- New build with the 0.4.1 SDK. Should work for more people in Direct To Rift mode
- Built for Direct X 11. If your video card doesn't support dx11 you can use the -force-d3d9 flag to force dx9 mode.
<http://docs.unity3d.com/Manual/CommandLineArguments.html>
- TimeWarp seems to be working now so I turned that on.
- Some of my reflective shaders aren't working with the new SDKs. I'll put the shine back on some of the objects in future versions.

August 4th - v2.0dk2

- Added support for Oculus Rift DK2 and the new 0.4 SDK display drivers.
- Removed toggle for monitor. Oculus Rift only on this version.
- Had to change some of my reflective shaders due to lighting glitch.
- Still need to black out loading screen between levels. Will add that to future version.

June 17th - v2.0!

- New time trial levels: Columns, Switcheroo, ProcGen Hills, Caged, Credits - 24 total.
- New game mode with 10 levels: Ring Runner
- Possible fix for phantom gamepad inputs on Linux systems

June 2nd - Beta2

- 3 More levels - Crowd Control, Seeker's Canyon, Rollin'. 19 Levels total!
- Fixed main menu for 4:3 screens
- Fixed camera view on pause menu
- Fixed build for 32 bit Windows systems
- ESC key now resets VR and camera on main menu
- Fix for mouse interfering with gamepad or Oculus menu selection.
- Fix (I hope) for phantom gamepad inputs

May 18th - First Beta version

- Another new level: Sky is Falling. Total of 16 levels
- SwingSet level is now not quite as difficult
- Tweaks to the gamepad controls.
- Fix for the Help option on the main menu
- Full soundtrack is now included

April 23rd - Updated Alpha version

- Added 5 new levels: Hollow, Tippy Tops, Orbits, BasketBalls, SwingSet
- Tweaked the gamepad controls - less deadspace
- New main menu - again (^_^)
- Various performance improvements, fewer textures, smaller textures
- More graphics settings on launch

March 18th - Updated demos

- Full xbox 360 controller support - you can play without touching keyboard or mouse
- New, simpler main menu

- Some levels optimized for better performance
- Better fog effects and more plants on Jungle Fog
- Removed the grabbing tentacles from Jungle Fog - too glitchy
- Fixed an error that was switching to VR mode without input from user

February 24th - XL demo released

- 4 new levels - GravPads, Jungle Fog, Menger Maze, and Inside Out
- More music
- Fuel-based high scores
- Better display of high scores at beginning and end of level

February 7th

- Friendly, more responsive controls in Normal flight mode
- Explodier explosions
- It's now more obvious when you've failed and need to restart the level

January 29th, 2014 - Crashed Lander v2 demo released to go along with the IndieGoGo campaign.

- 6 playable levels in time attack mode
- Oculus Rift support