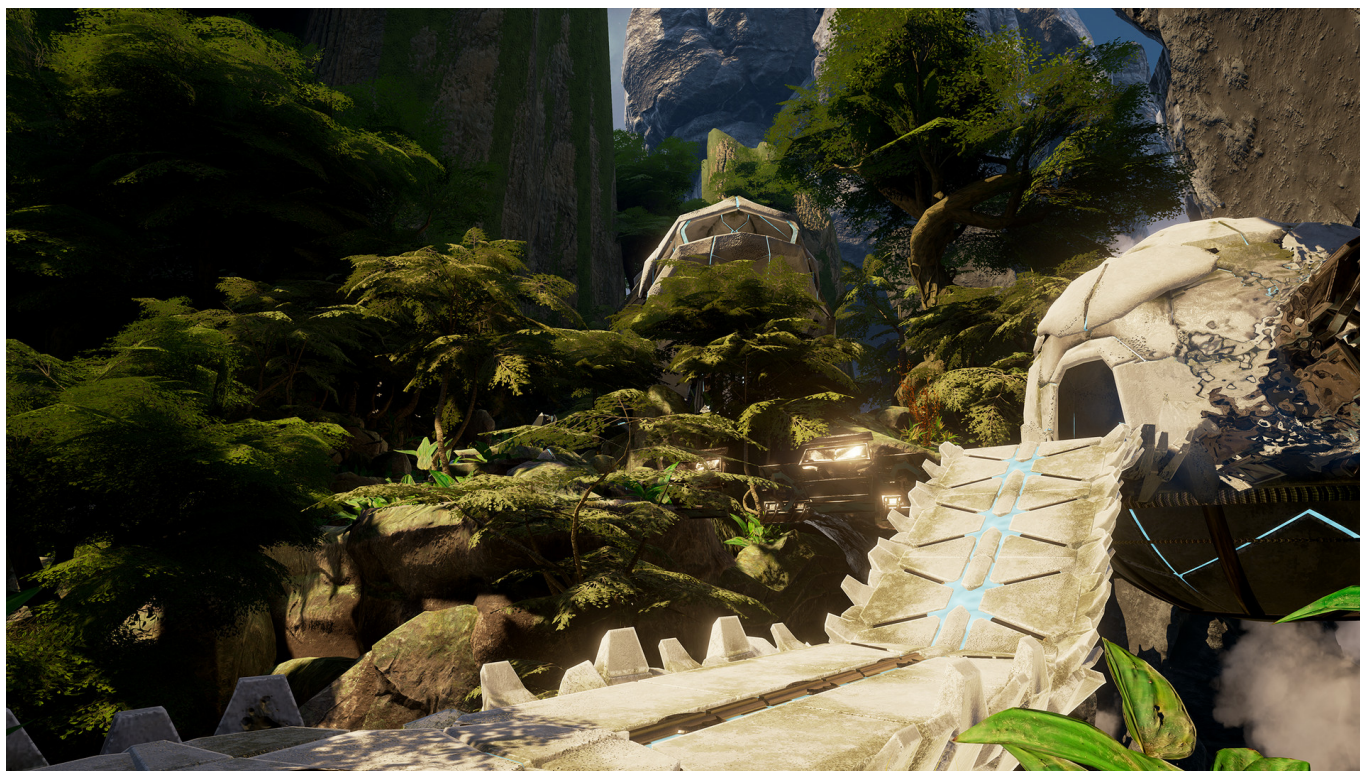

Obduction Download] [Xforce]



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About This Game

Now also playable on Oculus Rift!

Note: This is a visually lush and detailed game. Playing in VR takes full advantage of higher-end systems - please refer to its minimum and recommended specs.

From Cyan, the indie studio that brought you Myst, comes a new sci-fi adventure.

As you walk beside the lake on a cloudy night, a curious, organic artifact falls from the starry sky and inexplicably, without asking permission, transports you across the universe. You've been abducted from your cozy existence and added into an alien landscape with pieces of Earth from unexpected times and places.

The strange worlds of Obduction reveal their secrets only as you explore, discover, coax, and consider their clues. As you bask in the otherworldly beauty and explore the enigmatic landscapes, remember that the choices you make will have substantial consequences. This is your story now.

Make it home.

“Immense and immersive... It was breathtaking... something that feels magical.” - UploadVR

“Cyan has succeeded in making another adventure that feels truly timeless.” - Polygon

“Obduction’s beautiful world is a worthy successor to Myst.” - Wired

Title: Obduction
Genre: Adventure, Indie
Developer:
Cyan Inc.
Publisher:
Cyan Inc.
Release Date: 24 Aug, 2016

7ad7b8b382

Minimum:

Requires a 64-bit processor and operating system

OS: Windows 7 SP1 64 bit or newer

Processor: CPU Intel i5-2500 equivalent or better

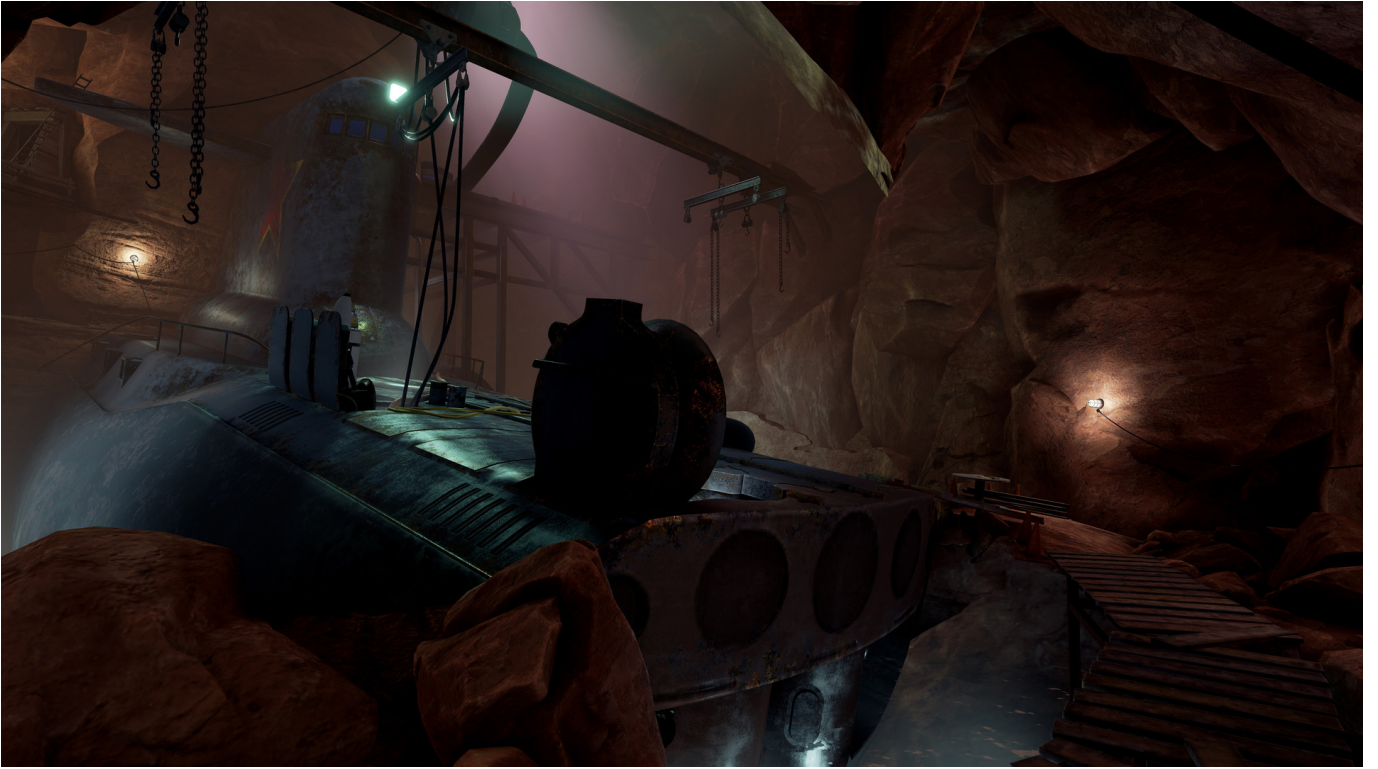
Memory: 8 GB RAM

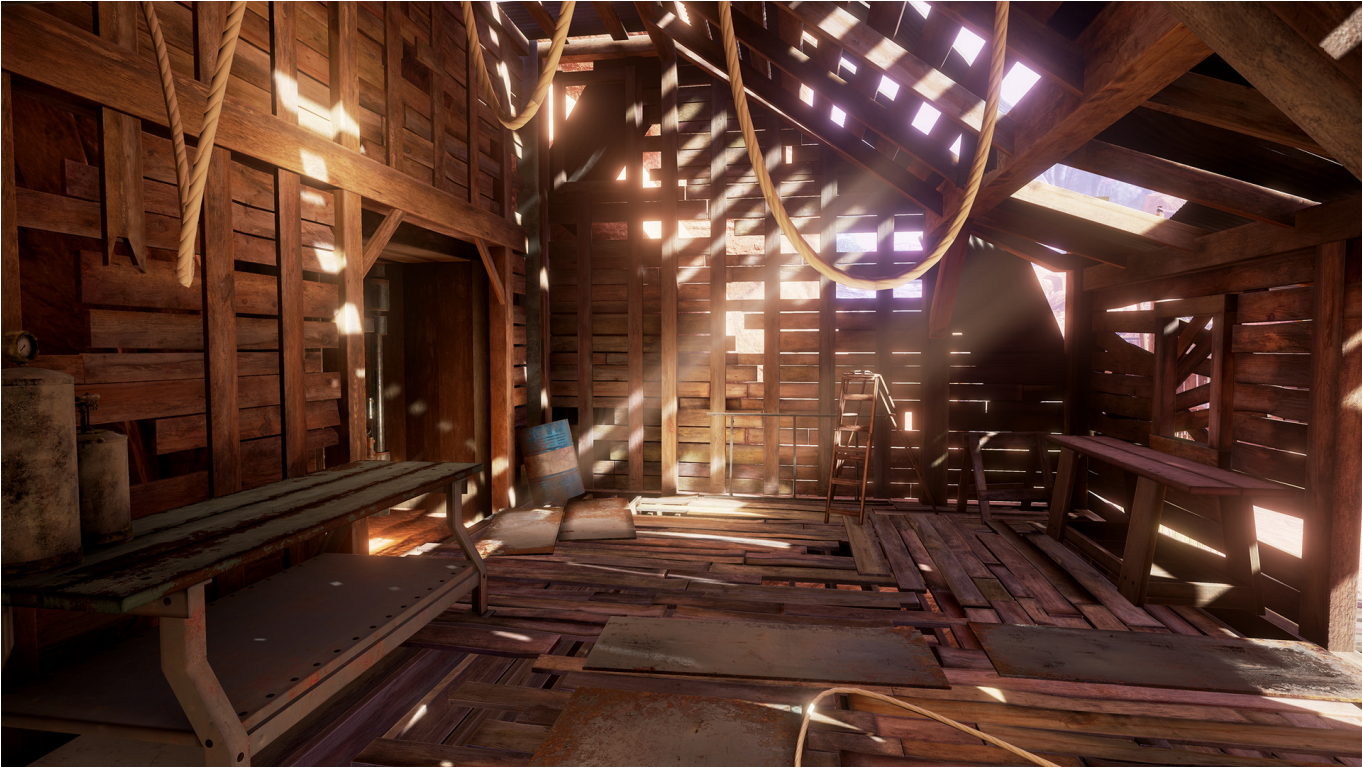
Graphics: GeForce 660 GTX w/1GB / AMD 7700 series w/1GB equivalent or better

Storage: 20 GB available space

Additional Notes: For VR: NVIDIA 970 or AMD 480 (equivalent or greater)

English,French,Italian,German,Russian,Simplified Chinese,Polish,Dutch







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1.6.5 Update now Live!:

Some fixes based on feedback from the community.

General fixes:

- Fix to spawn actor performance
- Fix to Steam achievements on the Mac

Oculus Fix:

- Touch control updates. **Hotfix 1.6.2 on Public Preview:**

Small hotfix -

Fix for Vive HMD sometimes not starting in VR.. **1.6.4 Update now live:**

We've just pushed the newest 1.6.4 Hotfix. As always, thanks again to everyone in the community who submitted positive feedback over these last couple of updates. We're always working hard at making the Obduction the best experience possible.

General fixes:

- The Windows 7 DXGI error should no longer appear on affected systems

Global VR fixes:

- The resolution scale will now stay put when playing in VR
- Fixed the issue with VR headsets not properly switching audio between the HMD and system speakers
- Player shadow should no longer appear when driving the Minecart
- Fix for Mouse Cursor Locked Toggle
- Will only use the VR audio device for media player if force VR is used.
- Fix for the hands being in the wrong location while in the minecart.

Vive fixes:

- Free roam should now work when you disable the Vive wands.
- Fix for missing loading screen on vive while in Minecart
- Improvements for quickly swapping between Vive and desktop modes

Graphics setting fixes:

- View distance options are no longer offset by one position.. **Facebook Live with Rand Miller - April 18 at 2:30 PM PDT:**

Facebook Live with Rand Miller on Thursday!. **Public Preview for Update 1.6.0 live 10/19/17:**

Hey Everyone,

We're excited to let you all know that we've pushed our newest and best update yet out to everyone on our Public Beta. This update contains months and months of blood, sweat, and tears. Well, some blood, a little sweat, LOTS of tears.

With all the improvements that have gone into this update, from huge performance improvements to new VR features, we're looking for a little early feedback before we release it unto the wild. Give us a heads up with any issues you may run into with this Public Beta release here on the steam forums or with our support team at support@cyan.com.

Thanks again to everyone in advance!. **1.6.2 Hotfix now live:**

Hey everyone!

We've just pushed hotfix 1.6.2 from our Public Preview to Live. This is intended to fix some startup issues that were reported with the HTC Vive.

Thanks to everyone out there who helped with finding and reporting any issues found with the new updates, the amount of positive and constructive feedback has been wonderful. We're currently working on a 1.6.3 update with a few more fixes reported by the community, and we're hoping to have that out as soon as possible, possibly even tomorrow.

Thanks again to all our players!

Current known issues:

While this update improves Vive startup times quite a bit, it won't make it as perfect as we like due to functionalities out of our control. Current expected behavior is you will see a loading message within the Vive while the logo movies play on the desktop. You will then see a brief flash of the menu in one eye as VR gets set up, then it should quickly jump fully into VR. The brief flash should be fixed in our next update.

Windows 7 users:

An issue has appeared with windows 7 seeing an error of 'The procedure entry point CreateDXGIFactory2 could not be located in the dynamic link library dxgi.dll' on start up. This error should not affect the game, and can be closed with no issue. The error comes from an issue we've found in the OSVR plugin. We're currently working on getting the offending file updated, and hope to have the fix in for the 1.6.3 update.. **1.6.4 Update now live on Public Preview:**

You just can't stop this update train!

We've just pushed the newest 1.6.4 Hotfix build to our Public Preview. As always, thanks again to everyone in the community who submitted positive feedback over these last couple of updates. We're always working hard at making the Obduction the best experience possible.

To access our Public Preview builds:

- Right-click Obduction in your Steam library, click on properties
- In the upper tabs on the properties page, click BETAS
- In the drop down menu on that page, select 'publicpreview-'
- As soon as that's done, the game should auto-update to the latest public preview build
- In order to return to the official release channel, from the same drop down, select 'NONE - Opt out of all beta programs'

General fixes:

- The Windows 7 DXGI error should no longer appear on affected systems

Global VR fixes:

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- Fixed the issue with VR headsets not properly switching audio between the HMD and system speakers
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Vive fixes:

- Free roam should now work when you disable the Vive wands.
- Fix for missing loading screen on vive while in Minecart
- Improvements for quickly swapping between Vive and desktop modes

Graphics setting fixes:

- View distance options are no longer offset by one position.. **1.7.0 Update now Live!:**

Obduction Update!

We're constantly tweaking and fixing Obduction, but this update has a bit more than just tweaks and fixes. We've included a few extra places to explore -- places that fill in a bit more of the story. It's a perfect time to play Obduction again, get a bit further, or maybe even try Obduction in VR. Make it home.

(And if you haven't checked out what's happening at Cyan lately, you might want to link on over to <http://myst.com> and <http://firmamentgame.com>)

Enjoy!. **Update 1.6.0 live - 10/23/2017:**

Hey everyone, we've been working really hard on Obduction. As an indie shop, we have a small, but amazing team - and they've been pushing very hard to make Obduction better and better. We hope you like what we've cleaned up. This update focuses primarily on stability and engine updates, but you'll also find lots of little tuning and polishing. And just so you know, the next update will fix a few of the known issues below, and it will be coming very quickly - we promise! And we still have more performance specific updates coming, along with some surprises down the road. So... enjoy this update, stayed tuned, and thanks so much for the support.

Known Behaviors

Hitching: Loading times are improved in this update and we have partially addressed hitching in the game. There are still a few areas that hitching can be seen and we are continuing to work on these areas for a future update.

Known Issues

Vive HMD sometimes won't start in VR: A fix for this will be in hotfix 1.6.2 - which will be up in Public Preview very soon - like within a day or two. The current work-around is to start the game in Desktop (2D) mode and then put on the headset while at the Main menu.

Free-movement in Vive: This issue will be fixed in hotfix 1.6.3 - which will also be coming very soon. Partial Free movement is possible if you have an Xbox one controller. To initiate movement, disable the Vive controllers (plug into charger) and plug in the Xbox controller.

Side-effects when using this workaround for Free movement on the Vive:

- The lighthouses scan since a Vive controller is not visible
- Xbox controller won't work if at least one Vive controller is active
- The camera reset button is not mapped as it is listed in the Settings menu
- The reticle is not always present

Change in HDR feature: Due to changes in how Microsoft supports HDR in Windows 10, the in-game HDR option has been removed. Workaround: For supported nVidia graphics cards, turn "on" the HDR option under Windows Settings > System > Display. For AMD graphics cards, due to current engine support, washed out visuals will be noticed with HDR. Please temporarily disable the HDR option within windows while playing with an AMD graphics card.

Temporarily Disabled Features

nvidia VRWorks: nVidia VRWorks and related features have been disabled. This is due to an issue that is beyond our control at this time. While VR will continue to function as well, or better than before, the following options have been removed: Single Pass Stereo, Multi-res rendering, Multi-GPU, and Lens-Matched Shading. We are continuing to work closely with nVidia to get these issues resolved and returned as soon as possible.

Changes

Unreal Engine updated to 4.15.3

General

- Lightmap data size on disk dramatically reduced
- Game-wide Texture resolution optimizations

-
- Better-tuned scalability settings
 - Arai creature optimized to reduce hitching
 - CW updated to use less resources
 - Book system optimized to reduce hitching
 - Loading screens now display progress
 - Level streaming optimizations
 - Startup videos added
 - UI navigation fixes

VR Features & Fixes

- VR support no longer requires VR command line flags
- Wearing or removing VR headset will enable or disable VR automatically
- New and improved hand models for VR motion controllers
- Fixed teleport position issue when attempting to teleport to an invalid location first
- Fix for threading issue that could occur if motion controllers disconnect
- License plates have been enlarged in VR mode for better readability
- VR controller interface updated to support various motion controllers
- Teleport indicator provides a better sense of depth
- Subtitles improved to reduce penetration with other objects in the scene
- Interaction with in game devices improved for motion controllers
- Better Vive support
- Player height fixes
- Added support for stereo capture cameras to clean up portals
- Show tracking sensors (if controller connection lost) to help players reorient

Media Player Features & Fixes

- New media player framework
- Increased stability of media player
- Movies now loaded only when needed
- Increased trigger area for Farley's message in Maray

-
- Fixed issue with imagers still playing audio & video when disabled
 - Removed test movies that are no longer needed

Razer Chroma Updates

- Updated Chroma to support new hardware, including Chroma Link.
- “Breathe” animation deprecated by Razer - ambient world color is now static gradient

Audio Features & Fixes

- Ensure arai swarm audio components do not auto-activate
- Don't use Oculus Rift audio device for startup movies if Rift isn't connected
- Fix for a threading issue when ambient sounds are removed
- Subtitle loading is now asynchronous
- Music player music loading is now asynchronous
- Music and dialogue can be marked to play when volume is all the way down
- Fixed audio hitching on devices that put resources on the game thread

Localization

- All [Simplified] Chinese texts have been reviewed for accuracy and are now complete
- Any menu terms that were not localized are now complete
- Minor corrections made to the Portuguese language
- Overlapping menu texts have been fixed
- Cut-off menu texts have been fixed
- Missing menu texts for localized languages have been added

. 1.6.5 Update now on Public Preview:

Some fixes based on feedback from the community.

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