



Forum: Propositions de logiciels

Topic: Retr0Mine

Subject: Re: Retr0Mine

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Version 53 du 27/02/2025

<https://github.com/Odizinne/Retr0Mine/releases/tag/v53>

Changelog

Additions:

- Added a slider to control dim intensity for "Dim satisfied" setting

- Added "Hide timer" in visual settings

- Added "First click protection" in gameplay settings (Was already the default behavior, it can now be disabled)

- Added a new grid generation algorithm, lead do better game quality, and almost no 50/50 (well, you never know...)

Bugfixes:

- Fixed a bug where safe questioned cells could be revealed

- Click effect is no more playing on game over

- Fixed a bug where loading a game could lead to some part of the grid not being restored

- Fixed a case where on certain devices, autosave would not work

- Fixed a case where on certain devices, changing style would not work

- = Fixed a case where on certain devices, resetting settings to default would not work

Modifications:

- Minor settings ui changes for better clarity

- Grid generation is now async and does not lock UI on large grids; added a popup during loading

- Improved performance on large grids (Qt 6.9 in march will improve it further)

Dev

- Dropped QMAKE, switched to CMAKE

- Complete CPP/QML refactor, code is now way more modular