



## **Forum: Propositions de logiciels**

**Topic: Retr0Mine**

**Subject: Re: Retr0Mine**

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Version v55 du 13/03/2025

<https://github.com/Odizinne/Retr0Mine/releases/tag/v55>

### **Changelog :**

#### Steam:

- Added chat system for multiplayer (and some singleplayer hint reasoning)
- Added connection quality indicator around player avatar
- Fixed numerous network errors for smoother multiplayer experience
- Lobby is now automatically created when opening Coop popup
- Player flags are now visually distinct in multiplayer (customizable in settings)
- It's now possible to change difficulty without leaving coop session
- Grid is no longer reset when a player leaves multiplayer
- Improved flag protection to prevent both players clicking on the same cell simultaneously
- Added a button in topbar to transform next click into a signal

#### Additions:

- Numbers now shake: If a number already has the correct amount of flags but unrevealed cells remain, it will start shaking after some inactivity
- Improved solver: Now explains its reasoning in chat (controllable in settings)
- Added mine density indicator to custom difficulty settings
- Added blur effect when paused instead of plain black overlay
- Added customizable signal color options
- Added scrollbar margins to prevent scrollbars from overlapping cells

#### Bugfixes:

- Fixed loading logo on white theme
- Fixed cases where accent color was black and unreadable (Linux)
- Removed white frame around buttons

#### Modifications:

- Removed Fusion theme
- Redesigned settings pages for improved coherence and readability