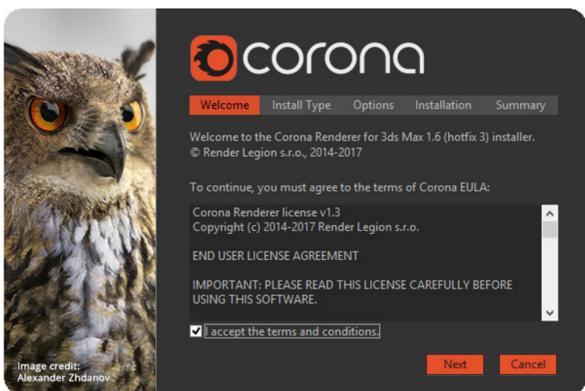


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ready to release the first public version of Chaos Corona 3.0. This release is a giant step forward in its capabilities. It is the first version to support vector graphics, for both characters and terrain. It also has the first version of dynamic trees (though the trees still need a lot of work). It has a pretty significant overhaul to the unit handling and AI. Finally, we plan to have the first release of our next-gen physics engine, which uses dynamic tree structures and proper N-body physics. That's a lot of big stuff for just a small change from Alpha 6. But of course, there are a lot of bug fixes and other minor features and enhancements in there, as well. So if you think you have time to sit down and learn the new version and help make it better, please do. This is the older Alpha 6 version of Chaos Corona, released in March 2014. It is a fully functional free version and is a very capable render engine. We are ready to release the first public version of Chaos Corona 3.0. This release is a giant step forward in its capabilities. It is the first version to support vector graphics, for both characters and terrain. It also has the first version of dynamic trees (though the trees still need a lot of work). It has a pretty significant overhaul to the unit handling and AI. Finally, we plan to have the first release of our next-gen physics engine, which uses dynamic tree structures and proper N-body physics. That's a lot of big stuff for just a small change from Alpha 6. But of course, there are a lot of bug fixes and other minor features and enhancements in there, as well. So if you think you have time to sit down and learn the new version and help make it better, please do. Hello, is there anyone 82157476af

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