

[Tomek0055](#)

Hello 🇵🇵🇽 community!

After few months of work on unlimiter there's a 0.6 version with new features 😊

#### 0.6 CHANGELOG:

- Added snap to ground which can be toggled with B + Shift shortcut ( note: If you try to remove snapped blocks after reload on stadium, game will crash! )
- Added option to place terrain and hill blocks ( note: After map reload blocks from main enviroment cannot be removed! )
- Added new editor interface ( if you have any suggestions to editor interface, please add post below this changelog )
- Added default values in config for creating block clips or restoring block variations after remove event...
- Added option to create maps larger than 256, up to 2048 blocks X/Y/Z
  
- Included hill thumbnails and quay thumbnail ( created by remix and krzychor )
- Changed displaying block properties when you click right shift
  
- Fixed a crash when you hadn't a selected block and pressed space
- Fixed a crash when you tried to place block with clips on negative map coords
  
- Removed undo/redo buttons ( shortcuts still works in editor, but it's not recommended to using them on map size larger than 256, Maybe I fix that in futher updates 🤔 )
- Removed building base in snow which was in 9->3->1

**ONE IMPORTANT NOTE:** 1024x1024x1024 or 2048x2048x2048 sizes are not working because this is TOO MUCH BLOCKS to generate inside game memory and results in crash... 🤔

#### 0.5 CHANGELOG:

- Select manually block variations (only air, ground or back to default automatic selection)
- Build a track with hidden blocks like Quay on Coast, Hidden Tunnels on Island and many more!
- You can turn off creating block clips when in some situations helps
- You can save a block variation after remove a block without any problems!

Shortcuts:

Q + Left Shift - Changing block variations after removing a road/building etc.  
E + Left Shift - Creating block clips  
B + Left Shift - Snap to ground  
Right Shift - Display informations about block which are under selection...  
Left Shift - Select block variation

Future versions of unlimiter:

My main target is a creating custom block in 1.0 😊

Things I'm working on now:

- Environment block size problems will be finally fixed
- Messages inside game rather than outside
- More modifications to editor interface
- "Ghost blocks" ( blocks without collision )
- New existing block variations?

Other features which can be in later releases?

- Custom vehicle physics
- \* Scaleable car / decoration
- \* Rotated roads like from TMT ( only if recognize vehicle physics )
- Selecting a car, decoration or base before starting a new map

... and other features which you can post on thread 🤔

You can support unlimiter development by donating some money.  
This motivates me to spend more time on this project 😊

**Donation:** [Click here](#)

**Downloads:**

- [Version 0.6.0.0](#)
- [Version 0.5.1.0](#) ( Nations client fix )
- [Version 0.5.0.0](#)

Last edited 14-Jul-2016 by Tomek0055