Patch Francais Crash Time 5 !NEW!

zeri is the first female terran dominion commander, she has been accepted to training on terandium, the world's largest space colony, and is scheduled to report for duty in less than a week, zeri has volunteered for a special mission - to deliver high-level security codes to a strategic installation on the planet nubein, a small neutral zone in the middle of the dominion's territory, traveling in a scout drone for the first time, zeri is equipped with a new stealth drone, the thief. zeri seeks to infiltrate the terandium prime high-security building to deliver the codes before reinforcements arrive, however, the enemy knows of her arrival and has sent xhulan to intercept her. zeri must enter the high-security building without being seen by the enemy. crash time 5 is a galactic sandbox game set in the early days of space exploration. you can play as zeri, the first female terran dominion commander, and take on the role of a space pilot as you explore, compete in various challenges, and test your skills in a sci-fi game similar to classic titles like elite, freelancer, and factorio. zeri was developed in early access, and received both critical and popular acclaim from the press. now fully developed, crash time 5 is ready to enter beta, and we want your feedback to make it the best interstellar scifi game it can be! unreal engine does not save references to content project asset bundle to unreal editor specific classes when it serializes them. this means if these classes are moved out of a content project asset bundle, their references will be broken, this problem also applies to the internal asset reference classes in the content project sdk. these classes are simply alias classes for unreal engine specific classes. if you were using unreal editor tools that rely on internal asset reference, please refer to our asset bundle serialization changes for a workaround.

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now when linking from the python or javascript to lua api, both the function call and the result of the call are returned in the same variable, previously, this was only useful for the python api, the variable represents both the function call and the return value of the function. this makes it much easier to inspect return values in both the python and javascript apis, the update process now records the names of the files it modifies in a file by the same name as the target, so if the editor is interrupted between the steps run target and record, the editor will save the names of the files it modifies in the target file. this is important in case the editor is interrupted during an update process in progress, added streamlined asset bundles for ue4 5.0, bundles can now be used to re-use compiled code between project and non-project files, bundles contain parameters that are interpreted by the code in the bundle, when a project is reloaded with new parameters, the bundle is updated and the saved code re-used, this solves the problem of compiling code in project files that can't get reloaded by live coding. in addition, if any changes are made to the content of a bundle, the bundle is recompiled automatically, without live coding users having to go through a recompile process. previously, live coding messages were displayed in the console. this is an experimental ui that shows the messages in the status bar. it is not recommended for production use, but it is useful for debugging and fixing non-live coding live coding crashes that do not allow other work to be done. 5ec8ef588b

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