

Editor

- **Fixed:** Clearing registry data also resets shortcuts during runtime (CE-4155)
- **Fixed:** Closing and re-opening the structure tab in VE crashes the editor (CE-5034)

Engine

- **Fixed:** (Input) Fixed small bug in ForceFeedbackEvent() (CE-5129)
- **Fixed:** (Animation) Fixed crash when enabling debug for physicalized bone and face attachment
- **Fixed:** (Server) No longer assume a HUD is always present (CE-5113)
- **Fixed:** (JobSystem) TextureCompiler invoker causing invalid JobState counter (CE-5079)
- **Fixed:** (Animation) Removed VEG sequencing code in CActionScope::CalculateFragmentTimeRemaining() for consistency (CE-5175)
- **Fixed:** (Audio) Fixed audio object ID invalidation on audio proxies during Save/Load

Renderer

- **Fixed:** Fixed gbuffer velocity generation when tessellation is enabled (CE-3335)
- **Fixed:** Fixed sun specular multiplier in standard shading path (CE-4871)
- **Fixed:** Use area lights for sub when just area light support is enabled
- **Fixed:** Fixed area lights with tiled shading

Tools

- **Fixed:** (RC) Slightly improved texture compression quality for certain paths

Assets

- **Fixed:** (UI) Clients can only join the server at the top of the server list