

Animation General

- **Fixed:** Implemented several attachment update fixes.
- **Fixed:** Avoid VertexAnimation stalls (particularly on Xbox) by shifting skinning/simulation-sync.
- **Tweaked:** Introduced CAttachmentManager::SProcessingBuffer to double-buffer the attachment array for use in animation jobs (mitigates racing attachment creation/destruction calls).
- **Tweaked:** Removed shared ownership semantics from the IAttachment interface. The lifetime of IAttachment objects is now fully managed internally.
- **Tweaked:** Removed support for CA_ImmediateMode (unstable feature, causing data races).

Editor

- **Tweaked:** Removed inversion of parameter/checkbox "Animation Driven Motion".

AI General

- **Fixed:** (UQS Editor) Crash after creating a new universal query and closing the UQS Editor.
- **Fixed:** (Behavior Tree Editor) Generated XML document cannot be read.
- **Fixed:** Flowgraph node Actor:VisualDetector node never activating (wrong typeMask used for observer parameters).
- **Fixed:** Incorrect FactionId parameter type in Schematyc Node Description.

Audio General

- **Fixed:** Legacy AudioTriggerSpotEntity not stopping events when deleted.
- **Fixed:** Localized files not correctly loaded when switching language in runtime.
- **Tweaked:** Updated to FMOD Studio 2.00.07.
- **Tweaked:** Updated to Wwise SDK v2019.1.7.

Core General

- **Fixed:** (PS4) Crash on boot.
- **Fixed:** Compilation errors introduced with MSVC 16.4.
- **Fixed:** CCryPak::IsFolder bit flag check.
- **Fixed:** Crash when obtaining global enum name from Flowgraph node.
- **Tweaked:** Added prerequisites for C# Extension to support VS2019.
- **Fixed:** GameLauncher fails to find project file when sys_project and -project are missing (default to game.cryproject if neither exists).
- **Fixed:** .cryproject loading when project path is absolute.
- **Tweaked:** Added .env files to XML file list used in project package build.

Editor General

- **Fixed:** (Level Explorer) Bug regarding the sorting of layers according to Visible, Frozen and Color state.
- **Fixed:** (Level Explorer) Bug which doesn't allow freeze and unfreeze object (through shortcuts).
- **Fixed:** (Trackview) Setting UI refresh rate to a very low value crashes the Editor.
- **Fixed:** (Legacy Property Tree) The "Copy All" and "Paste All" functions do not do anything.
- **Tweaked:** Added level info to ILevelSystemListener::OnLoadingStart event (instead of passing a null pointer in Sandbox).
- **Tweaked:** Making all the vectors const in LevelExplorerCommandHelper.
- **Tweaked:** Updated Substance Importer to Substance Engine 6.3 (no textures from Substance Material).

Tools General

- **Fixed:** Contents of Tools/PakEncrypt going missing.
- **Tweaked:** Added 3DS Max 2019 exporter.
- **Tweaked:** Added 3DS Max 2021 exporter.
- **Tweaked:** "Sync Material" in 3DS Max plugin forcing .tif instead of .dds