

# VENDETTA online

Hello [...] and welcome to the *Vendetta Online* newsletter.

## Holiday Promo for Returning Players

**Happy Holidays!** - As per usual, the game is free to previous Premium subscribers, from December 25th through January 1st. As this is intended to invite absent veteran-players back to say "hi", the promo is only for those who were last subscribed more than two months ago. We hope you'll consider stopping by!

## ***Vendetta Online* is now FREE TO PLAY on Android!**

We've been experimenting with this change in the business model for a little while, and we've had a really enthusiastic response from players thus far, including much higher peak numbers online (and growing). The version is available from the [Google Play Store](#) as well as the [Amazon AppStore](#).

**It works like this:** Free to Play users may only play from their mobile device, not on the PC (that requires a "Lite" subscription upgrade). Free users can play for as long as they like, with no time limitations of any kind. Both Lite and F2P are capped to level 4 in all license types, any pre-existing high-level characters are capped, but regain their old levels if the account is re-subbed.

**Additionally, Free and Lite users may gather an in-game currency,** called "Crystal", which is needed to acquire certain higher-level equipment and items. Crystal can be accrued through the process of daily play, or purchased in bulk.

**The best way to create a *Free To Play* account** is to install the game on an Android device, and make your account from *within the game* (not via the game website).

**None of this impacts Premium subscribers in any way.** They do not have to deal with "Crystal" or level limitations, they still represent the premium game experience.

**We expect to bring this to iOS as well in the near future.** The iOS updated versions are currently in open beta testing. If you have an iOS 8 device and would like to help us test, sign up here:

<http://www.vendetta-online.com/ios/>

**As always, keep in mind that the new "Free to Play" model is a work in progress.** We may bump up the level caps, we may make other changes, nothing is set in stone. We're trying to find

the right fit for our particular game, that meets the expectations of mobile and other "free-oriented" marketplaces. Also, there is not a lot of documentation on the "Free" tier on the website yet, as it's been changing pretty frequently; expect more to appear as it stabilizes.

## ***New Graphics Engine in Development, Public Testing***

**Vendetta Online is in the process of looking better than ever!** A new DirectX 11 and OpenGL graphics engine has delivered *dynamic lighting*, with thousands of moving lightsources (every energy shot, ship engine, dropped crate, etc). *Shadows* debuted on the Windows version this week. A proprietary effect similar to *Screen Space Ambient Occlusion* can be expected soon as well, along with some other interesting eye candy. These are all *prototype* advancements, and must be accessed by enabling one of the new optional in-game video drivers, currently on the Windows and Linux versions of the game (Mac support will come, but requires significant additional work).

**The DirectX 11 features will generally work on any DX10.1-capable hardware**, and the Linux OpenGL features require the "GL\_ARB\_ES2\_compatibility" extension to be available.

**Keep in mind that the visual effects are all very "early" and "beta"**. We release them as optional settings mostly to let people see what we're doing, and also to help test new implementations on more diverse hardware. But we may change algorithm choices several times per week, or drastically alter the way an effect works, so don't read too much into the way it looks at any given time. When it becomes the default renderer, then you'll know it's actually close to "final".

**Be warned that you may find the new game engine is much slower on anything but higher-end discrete GPUs.** Our DX11-level engine is simply pushing a lot more graphical content, and there's still a lot more to come. But, it's easy to switch back to the DX9-level engine for higher performance on laptops and older hardware, if needed.

**The real benefits of these engine updates will be demonstrated** as the next-generation stations and other content are unveiled. Shadows and lights and visuals are pretty enough, but the new scenery is needed before the true visual goals for our next-generation environments will become clear.

**Architecturally, a lot more is changing than just some shaders;** especially as we delve deeper into *massive* scenery, with huge asteroid fields, as well as more engaging and cinematic-grade effects for "fogged" sectors and Ion Storms. This is not just about dropping in some graphics tweaks, this is about enabling a *feel*, immersion, and scale to certain environments that has never been possible before. This plays directly into our *gameplay* goals for the next-generation version of the game, and the kinds of places we can take you.

## ***Recap of Changes and Updates***

It's pretty hard to distill hundreds of changes and updates down into less than 10 to give some idea of what we've been up to, but here are a few high points that may be of interest to various groups of people across our many platforms and play styles:

- **New Trident-specific turret weapons:** Capital Cannon, Swarm Turret.
- **Trident powercells now have 100 Grid Power**, but very high mass.
- **Substantial network improvements** to help PvP situations between high and low-latency users.
- **New "panning" condensed UI for mobile phones**, "swipe" left and right to change interfaces.
- **New "touch-hover" for mobile interfaces:** Use your thumb or finger to swipe over buttons and see the selected usage pop up elsewhere, then lift-off to actuate the button.
- **Added support for the *Oculus Rift DK2***
- **Windows/Mac/Linux DX9-level graphics** now normal map the secondary lightsource.
- **Enhancements for console-style play** (OUYA, FireTV, Nexus Player, etc).
- **Dynamic lighting, shadows, new visual effects, new graphics, etc.**

# A Lot More to Come..

**To be honest, we have a LOT more to announce**, but to do so all in one newsletter would have been a little overwhelming. Our **last newsletter** talked a lot about the content we we're designing, and new platforms we're approaching (like Steam), and now we're much closer to those being a reality. All this graphics engine work is not just for window-dressing; a lot of different development is going to come together in 2015, in a way we think you'll love.

**So, for this newsletter we've kept it simple**, and we hope you'll stop by and check out the progress over the holidays. Either way, be on the lookout for another newsletter coming in the next month or so, with a lot more announcements.

**Until then, happy holidays!**

## Keep in Touch

*Stay up to date with the latest in VO news via our many outlets -*

Facebook:

<http://www.facebook.com/pages/Vendetta-Online/112211466226>

Twitter:

<http://twitter.com/VendettaOnline>

RSS/Atom of VO News:

<http://www.vendetta-online.com/h/news.html>

VO YouTube Channel:

<http://www.youtube.com/user/VendettaOnline>

*These screenshots below have NOT been updated to reflect the new DX11 renderer.*

