

V1.0.7.46

Hotfix OTA live — v1.0.7.46 - Force quit → reopen once to install. The bigger App Store patch is still in iOS review (same fixes are in that build too — we'll ship it together when Apple clears it). I didn't want to wait on that for the worst sync bugs, so the most critical fixes are going out now via OTA.

Cloud sync (critical)

- Upload is upload-only again — no more reading server dust/collections mid-push and overwriting your local wallet or progress
- Dust inflation on Upload fixed — reports of wallets jumping (e.g. 3k → 32k, 705 → 231k) should stop
- Prismatic skins no longer lost on Upload — collections push uses your live unlocks; failed pushes won't pull stale server data over local during upload
- Hunt data fully separated from main save — hunt progress stays in hunt sync only; hunt can no longer leak into your Just Loot dust/loadouts via cloud meta
- Reforge lock markers can travel with the item row (sync-safe) — fixes "Reforge Locked / lock marker was lost"

Also i want to have more structure on bug reports and feature requests so i changed the channels to a forum type:bug-reportfeature-requests Please keep the feature-requests coming - i read every one of them, but this makes it a bit more organized and easier!☐☐

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