

## Clickteam

**From:** Clickteam

**To:** User base

**Re:** State of The Fusion Address 2019

[www.Clickteam.com](http://www.Clickteam.com)



Clickteam is very excited to see how many new professional projects in 2018 have leveraged Fusion 2.5 to create awesome game titles. Games from Dark Devotion to Baba is You are just a few proving that with Fusion, You can build outstanding gaming experiences.



### Dark Devotion

Fusion 3 is moving along, We released a large chunk of information early about F3, in hindsight we should have waited until later. This last year we had a staff shake up and brought on new talent to help push Fusion 3 along to new heights and a stellar completion. Clickteam programming staff has almost doubled in the last year and it shows as we watch Fusion 3 grow from a development standpoint. The big question is WHEN WILL IT BE OUT. With the changing of staff, some of them key members of the F3 team, The direction of Fusion 3 has changed as well. Not in overall end goal but how we will get there. We have learnt from our past mistakes so this time to avoid false hopes or unintended early expectations we will not be discussing the release date until we are confident we can hit it but we will be releasing information on its progress as and when we can, but rest assured we are still actively working on it and making it the best it can possibly be.

As we move forward several users whom are heavily invested into a Fusion 2.5 project have asked about support after Fusion 3. Clickteam wants to assure our users we will be supporting 2.5 for a long time even after Fusion 3 is released. This is in part to make sure that the high quality projects too far along in development have the support needed to release and to continue to support the educational outlets now deploying 2.5. This means as Fusion 3 matures during its post release 2.5 will remain a powerful option. We appreciate your constant support of Clickteam and the Fusion line.



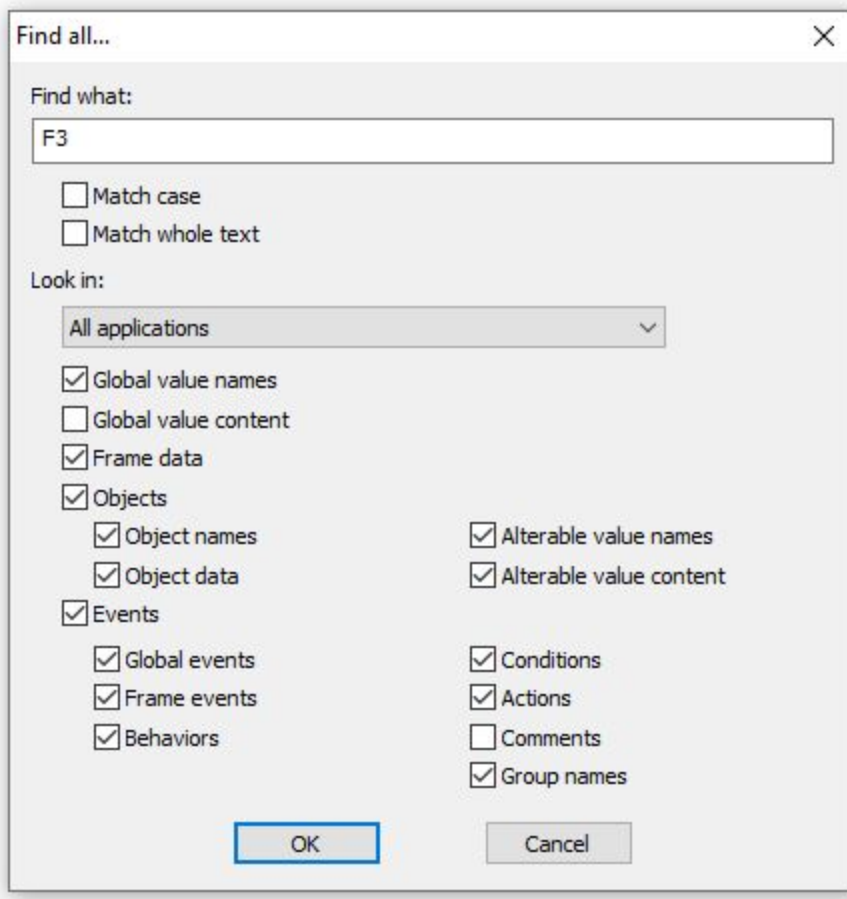
in 2018 we also began our console conversion service. During that process we saw a opportunity to provide some much requested F3 improvements in 2.5. We thought that while you wait for Fusion 3 we could work smart and pass on some of these improvements developed during the console conversion process. So today we are excited to announce Fusion 2.5 + Edition. A new paid DLC option for Fusion 2.5 coming first quarter. Fusion 2.5 + will include performance and productivity improvements and a lot of new features to make Fusion 2.5 even more powerful.

2.5+ users with exciting new features like:

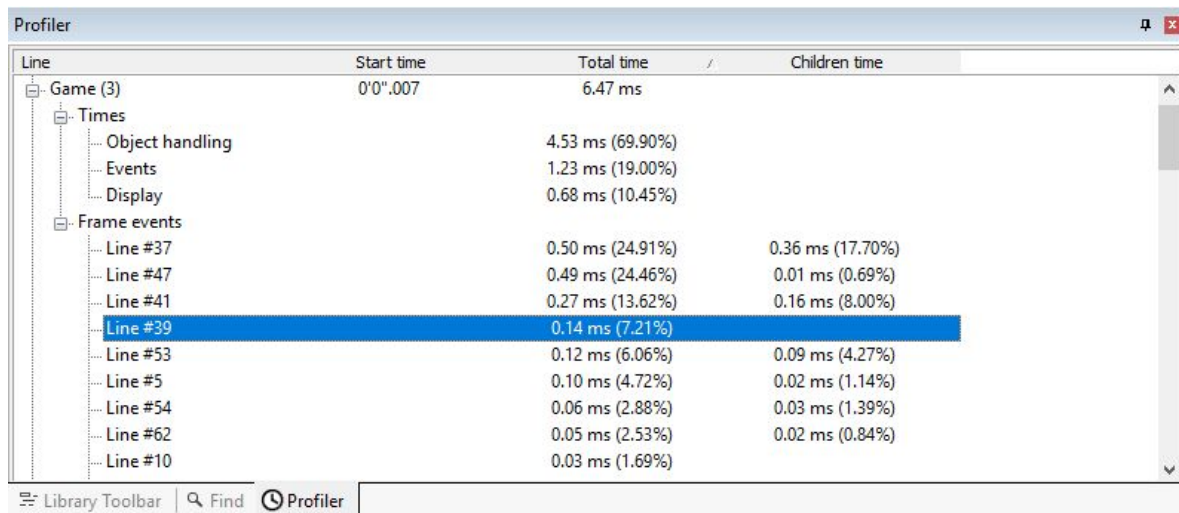
- Faster loading and saving,
- An improved global event editor,
- A global Find All function to find any text in the entire application,
- A faster Windows runtime with optimized memory use and a DirectX 11 mode,
- An event profiler to find the bottlenecks in your events,
- A new output window in the debugger,

and a lot more! Note: as this is a DLC, the normal version of 2.5 will still get regular update patches as previously.

## Find All Window



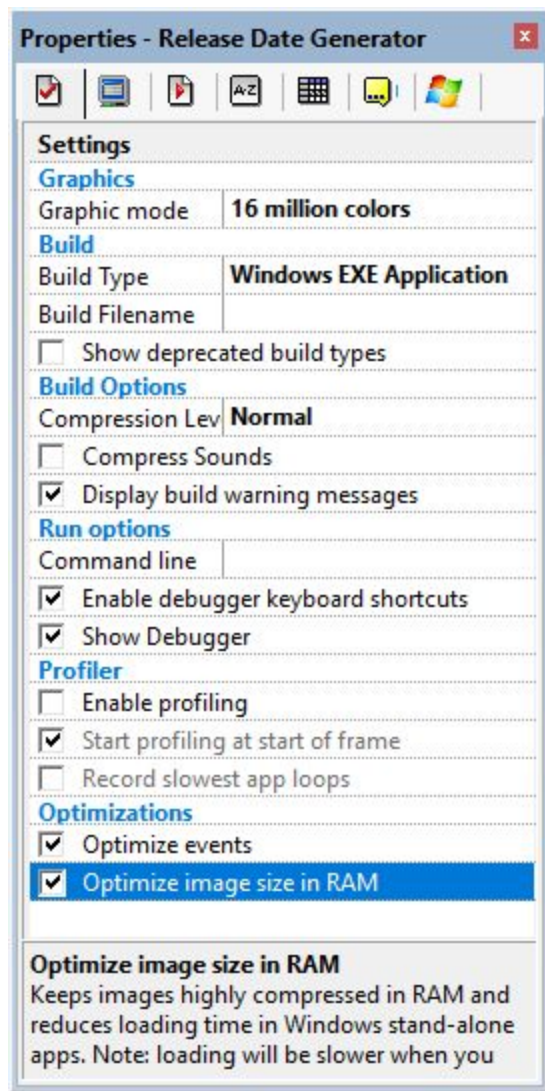
## Profiler Tab



The Profiler window displays a table of execution times for a game. The table has four columns: "Line", "Start time", "Total time", and "Children time". The data is organized into a tree structure under "Game (3)". The "Line #39" row is highlighted in blue.

Line	Start time	Total time	Children time
Game (3)	0'0".007	6.47 ms	
Times			
Object handling		4.53 ms (69.90%)	
Events		1.23 ms (19.00%)	
Display		0.68 ms (10.45%)	
Frame events			
Line #37		0.50 ms (24.91%)	0.36 ms (17.70%)
Line #47		0.49 ms (24.46%)	0.01 ms (0.69%)
Line #41		0.27 ms (13.62%)	0.16 ms (8.00%)
Line #39		0.14 ms (7.21%)	
Line #53		0.12 ms (6.06%)	0.09 ms (4.27%)
Line #5		0.10 ms (4.72%)	0.02 ms (1.14%)
Line #54		0.06 ms (2.88%)	0.03 ms (1.39%)
Line #62		0.05 ms (2.53%)	0.02 ms (0.84%)
Line #10		0.03 ms (1.69%)	

## Profiling and Optimizations Properties



We have a lot more to share about 2.5+ in the coming couple of months. So please keep the blog in your crosshairs for more information. Again we really appreciate all our users, we hope you will be pleased with what Clickteam does in 2019. Please feel free to comment on our social media, you can find the links at the bottom of the post.

Our next blog post will be on February 5th and will discuss the benefits of the new Profiler feature with a detailed look at how to use it. .

