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## Path of Exile developers are happy to cross-extend and switch ports

Grinding Gear Games held the Reddit AMA to deliver Atlas Conqueror, the largest expansion of Road to Escape, discussing cross-development, potential Switch ports, Vulkan, Linux, and more. In the new update, some new POE Currency and POE Items are added, which is an aspect that players are very concerned about. AMA is hosted by veteran game designer Rory Rackham and co-founders Chris Wilson and Jonathan Rogers. The first problem is a multiplayer party game, which has a lot of long-standing problems, but there is nothing new in this area there is no effect opacity slider for the time being. When asked if he was interested in ensuring that the path of exile supports cross-platform upgrades or Nintendo Switch ports, Wilson said they were very interested in both. However, the lack of endless resources or time means that these things will require more careful planning. In other words, not yet. As for the changes brought by Atlas Conqueror, some players on the Path of Exile are worried that the change in the melee is too drastic, but Wilson emphasized that the change is far less bad than it sounds. The damage done to monsters is not as great as you think (and you can use the new stats to reduce physical damage reduction map mods), the new Influence modifier will mean that new methods of making melee weapons are available and always There are some cool new mechanisms that can be used. However, we do not expect melee to be popular because there are not too many shiny new things in this patch, which is normal in a meta-cycle. PoECurrency.com will also continue to evolve with The Path of Exile, ensuring that players can get the items they want promptly. Players who POE Items Buy on PoECurrency.com with five-star praise can get additional attractive rewards.