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After 3 months of beta testing, the Java game engine's long-awaited v3.3 release arrived on 30 March. With it came exciting new features: AppState ids, light-probe blending, a better ragdoll control, and an animation system rewritten from the ground up. As often happens, a few key bugfixes missed the cutoff for v3.3.0-stable.

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jMonkeyEngine 3, better known as jME 3, is an open-source 3D game development engine written entirely in

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