

## Client R8 og Server R12 patch

Posted by Julton - 2010/05/07 08:57

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Ny patch neste uke. Ser ut som det blir en bra en :)

The next release of the game client is currently in QA.

We will perform another synchronized client/server update. It is expected to take place early next week.

The client update will be roughly 500MB in size.

### Changelog:

Server - Some potential sources for lag/rubberbanding have been eliminated  
Server - The old reserved slots has been replaced by a kick-on-demand system like in BF2  
Server - Log file for server admins: all remote admin interface commands/events are logged  
Server - Log file for server admins: major server events + all chat messages are logged  
Server - Idle kick is controllable  
Server - Profanity filter can be disabled  
Server - Teamkill-kick system is controllable  
Server - Ticket counts and bleed rate are controllable per-level  
Server - Infantry only mode available per-level  
Server - Initial spawn delay and respawn delay are adjustable  
Server - Server description can be up to 400 characters, and use "|" for line breaks  
Server - Banlist can contain up to 10.000 entries  
Server - reduced latency in packet handling

Admin Interface - fixed the player.onKill spam that occasionally happened  
Admin Interface - ensured that player.onJoin events always report the player name  
Admin Interface - events triggered when people spawn  
Admin Interface - much more info on kills  
Admin Interface - detailed stats are reported at end-of-round

Gameplay - Various minor level bugfixes  
Gameplay - Helicopter handling has been tweaked  
Gameplay - Weapon tweaks have been implemented based on PC public feedback  
Gameplay - Fixed technical hang when a crate was armed outside of the combat area  
Gameplay - "Victory is near" message was shown for the wrong team on Valparaíso, this has been fixed  
Gameplay - Countermeasures can be fired when driving a helicopter  
Gameplay - The brightness of the pilot view in the Russian helicopter has been reduced  
Gameplay - Advanced Spotting scope works better  
Gameplay - Knifing people in the back works again (we backed out the change that we had done for Server R11)

Server Browser - Servers are sorted into 3 categories: Normal, Modified, Hardcore depending on their settings  
Server Browser – Added support for retrieving update progress  
Server Browser - Now refreshes information  
Server Browser - Join queue system when attempting to join a full server  
Server Browser - all settings are automatically saved between sessions

Server Browser - Pings are sent via an alternate mechanism, which should work for non-Administrator users as well

Client - Fixed DX9 issue, which likely caused graphics glitches and perhaps crashes

Client - Fixed some crashes

Client - Toggle/hold crouch is user controllable

Client - Toggle/hold zoom is user controllable

Client - Vsync bugfixed for DX10/DX11

Client - Rewritten how settings are written to disk; this should reduce/eliminate the spawn lag

Client - Fixed bug where a player could join a server before the stats has been downloaded causing faulty stats in "EOR- unlock progression"-screen

Client - New chat system allows chatting when dead (but not during end of round) and keeps a 100 lines log

Client - Improved Play Now functionality

Client - Removed K/D ratio and Skill Level filters in the leaderboards

Client - Any points you get while being dead will be added to your score

Client - Reduced negative mouse acceleration

Client - More informative disconnection/kick reasons

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## Re: Client R8 og Server R12 patch

Posted by zell - 2010/05/07 09:47

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så faktisk evig bra ut!

liker hvordan dice står på!

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## Re:Client R8 og Server R12 patch

Posted by Soulez - 2010/05/07 09:49

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håper de fikser andrerunde-discen til meg og zlarken. SYYYkt irriterende!

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## Re:Client R8 og Server R12 patch

Posted by Julton - 2010/05/07 09:53

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Dere burde finne ut hva dere eventuelt har felles av utstyr, bredbånd og programmer som kjører. Mulig samma tingen som gjør at dere begge discer på samme måte.

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## Re:Client R8 og Server R12 patch

Posted by Arthalion - 2010/05/07 10:03

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DICE jobber virkelig hardt for å fjerne konsollportfeelingen. Herlig! :D

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## Re:Client R8 og Server R12 patch

Posted by Soulez - 2010/05/07 10:04

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Skal høre med zlarken ikveld ;)

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## Re:Client R8 og Server R12 patch

Posted by Doktor Kill - 2010/05/07 12:18

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Lover bra, men jeg forbeholder meg retten til å være litt skeptisk inntil jeg får vite akkurat hva denne her innebærer:

Gameplay - Weapon tweaks have been implemented based on PC public feedback

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## Re:Client R8 og Server R12 patch

Posted by Steiner - 2010/05/07 13:00

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:angry: lover ikke så bra nei... :S

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## Re:Client R8 og Server R12 patch

Posted by Julten - 2010/05/07 13:04

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Doktor Kill wrote:

Lover bra, men jeg forbeholder meg retten til å være litt skeptisk inntil jeg får vite akkurat hva denne her innebærer:

Gameplay - Weapon tweaks have been implemented based on PC public feedback

Synes forsåvidt det var greit nå, foruten tracer speed og HSdmg til M95.

Tviler på at det er noen drastiske endringer da. Mer logisk at det kun er små endringer som blir utført.

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## Re:Client R8 og Server R12 patch

Posted by Doktor Kill - 2010/05/07 13:17

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Julton wrote:

Synes forsåvidt det var greit nå, foruten tracer speed og HSdmg til M95. Tja. Forrige patch var stort sett grei, bortsett fra at AN94 overhodet ikke trengte en skadebuff, reduksjonen av skaden til bolt-action-riflene var helt unødvendig, og reduksjonen av rekkevidden til hagler med buckshot var unødvendig. Satser på at de ikke gjør mer enn et minimum av endringer, men hvis demize finner ut at han skal gjøre et lass med tilfeldige endringer denne gangen også blir jeg sprø.

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## Re:Client R8 og Server R12 patch

Posted by Julton - 2010/05/07 13:26

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Sant nok.

Så lenge endringene ikke er så radikale, klarer man alltid å venne seg til litt tweaks. Man må jo bare det ;)

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## Re:Client R8 og Server R12 patch

Posted by Doktor Kill - 2010/05/07 13:42

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Liste over endringer fra eaforums uk:

Slightly increased the damage of the UZI at long range.  
The AKs74u now has more felt recoil when aiming.  
The G3, VSS, and all SemiAutomatic rifles now settle slightly faster between shots when aiming.  
The PKM, Type 88LMG, G3, An94, and 40mm shotgun have returned to their former glory.  
Increased the damage of the MG3 to bring it in line with the rest of the LMGs.  
Fixed a bug where the Saiga12 with slugs would do too much damage at long range.  
Fixed a bug where the SVU would do too little damage at long range.  
Fixed a bug where M95 rounds would not kill armored targets with headshots.

Jeg tør ikke en gang tenke på hva pokker de legger i at AN94 "has returned to its former glory" :blink:  
Den er jo allerede den råeste assaultriflen i spillet...

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## Re:Client R8 og Server R12 patch

Posted by zell - 2010/05/07 15:14

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endringene på g3, an94 og 40mm shotgun har fått mye criticz. så jeg trur det betyr så enkelt at de går

tilbake til slik det var i R6 altså før endringene i R7. type 88 og pkm har jeg ikke hørt noe whine om, men sikkert vært noe der og.

ellers så var det kjedelig med ak74 nerf. satser på at det ikke blir for mye. er ikke det verste, umpen funker fett den au.

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## Re:Client R8 og Server R12 patch

Posted by Doktor Kill - 2010/05/07 16:22

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Ja, nerfing av AKS-74U er litt bittert :(

Liker ikke siktemidlene på UMP. Men PP-2000 er nå rimelig ålreit den også.

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## Re:Client R8 og Server R12 patch

Posted by zell - 2010/06/30 16:26

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kom i dag! about time!

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## Re:Client R8 og Server R12 patch

Posted by Bull\_Dog - 2010/06/30 23:04

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Tok sin tid men skal bli gøy og prøve den

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