

Patch 1.05 released!

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Am gestrigen Tag hat Publisher Ubisoft nun den von vielen Rainbow Six Spielern lange erwarteten Patch 1.05 released. Der 236 MB große Patch nimmt massive Veränderungen am Multiplayer Modus vor und fügt diverse neue Features zum Hauptprogramm hinzu.

Zum Download: <http://www.ubi.com/DE/Downloads/Info.aspx?dId=2267>

Features

- Ping values are now displayed in milliseconds.
- Updated Chat text now fades after a few seconds
- Updated Chat system so that new lines refresh chat
- Updated Mouse click system so that the correct pieces of equipment are selected when clicking
- Updated the internal macro system so that pressing 2 hotkeys during chat will not queue up actions
- Updated the Team icon over characters head to be more visible under certain situations
- Added widescreen support for the game
- Assassination and Conquest game modes added
- You can now customize your name in LAN games.

Bugs fixed

- Fixed an issue with weapons firing on their own after a respawn
- Fixed a bug that prevented ammo and gadgets from being refilled under certain circumstances
- Fixed a bug that prevented the console from being used on dedicated servers
- Fixed a bug where text would remain present after one game in the chat box.
- Fixed a bug that made servers unavailable after being up for a certain amount of time
- Fixed a bug with clients being stuck in the lobby window while playing
- Fixed a bug that incorrectly displayed the wrong map in the server browser.
- Fixed a bug where the canister would not be available during a second game
- Fixed issues with C4 not working as intended with doors
- Fixed a bug with snake cam vision remaining in observer mode
- Fixed a bug that allowed a grenade to be thrown while firing a weapon - Fixed an issue with using the snake cam on an opened door
- Fixed a bug that allowed restricted items to be used coop terrorist hunt
- Fixed an exploit with deployables used on opened doors
- Fixed a bug that made the depot station not close properly if you scored as the game ends
- Fixed a bug that made enemies not appear on the radar while taking cover
- Fixed a visual bug with using doors while taking cover
- Fixed a bug that allowed grenades to be thrown through doors after using snakecam
- Fixed a bug that made it so that you could potentially have no weapon equipped
- Fixed a bug that allowed players to join an already full game which would result in a freeze
- Fixed an exploit that allowed people to stack a team for a game already in progress
- Fixed many issues with grenades going through walls
- Fixed a visual issue with the ballistic shield, it was appearing low while being held up
- Fixed a bug with the minimap disappearing after a kill
- Fixed a visual issue with headgears that was affecting their brightness
- Fixed an issue with windows breaking out of sync on clients
- Fixed an issue with the players appearing to slide while taking cover
- Fixed a bug that made Logan slide through walls while taking cover
- Fixed a bugged animation while using gadgets in take cover
- Fixed a bug that made realistic mode revert to normal after a save or checkpoint
- Fixed a bug that didn't save your loadout if Terrorist hunt SP
- Fixed an issue with equipment loadout not persisting throughout games Game doesn't apply setted equipment after a game restart
- Fixed a bug where PEC HQ equipment would not be applied on the character when the game starts
- Fixed a bug that removed item restrictions after a map rotation cycle
- Fixed a bug that allowed dead players to communicate with live players
- Fixed a display issue in terrorist hunt that did not correctly show the remaining amount of targets
- Fixed a bug that would reset gun configuration after a map load

- Fixed a movement bug that would make you slow if you changed directions rapidly
- Fixed a bug that would let game options be changed at the same time crashing the game
- Fixed a bug that gave hostages 2 target arrows instead of 1
- Fixed a bug that made equipment and reload not work together if pressed almost at the same time
- Fixed a bug where the reticle could disappear while doing rapel
- Fixed a display issue with custom camo colors not showing up properly '
- Fixed a bug that wouldnt let armor be colored in certain situations
- Fixed a move in the clien lobby that made the background move
- Fixed a display bug for buttons to press while using the Xbox360 controller
- Fixed a bug that would always show alpha team highlighted in mission results even if you were on bravo