

## GRAW2 (PC) - Patch 1.03 angekündigt!

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Wie Ubisoft soeben mitteilte, wird der Publisher voraussichtlich am kommenden Montag dem 13. August den Patch 1.03 für Tom Clancy's Ghost Recon Advanced Warfighter 2 (PC Version) veröffentlichen. Erste Angaben darüber welche Funktionen überarbeitet bzw. welche Programmfehler mit dem Patch korrigiert werden machte Ubisoft ebenfalls.

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Changes and fixes in v 1.03  
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- Fixed some firewall server browsing issues.
- Fixed server sorting to sort on number of players instead of max.
- Fixed save crash on Ageia Island when running Extreme Physics mode.
- Fixed missing Rate of Fire sound on the HK21.
- Enabled all Map Editor functions.
- Added tutorials to \public-tools\tutorials\ (Only available in English)
- Added various modding tools to \public-tools\
- hud\_visibility.xml added to settings folder, which enables advanced users to select transparency of hud elements.
- hud\_palett\_2.xml added to settings folder, enables advanced users to change the colors of the hud and menus.
- Fixed some issues with weapon mod equipping / removing.
- Fixed some faulty server settings.
- Fixed some collision issues on multiplayer maps.
- Fixed bugs and occasional crashes.
- Ghost speech properly disabled if you uncheck Voice Quotes in options
- Additional fixes to the Serverlisting.
- Fixed the bug when you tried to add favorites on a newly created profile.