

Es gibt Neuigkeiten zum Patch 1.5 für den PC, aber wie immer ohne Releasetermin.

Hey PC fans,

I wanted to take the time to go over the Patch 1.5 details with you all. There is no release date yet. This patch is in test right now and assuming that there aren't any problems, the following updates will be made:

PC Patch 1.5:

- - * CO-OP hosts can now kick players from their lobby
- - * Improved dog spawning in MP
- - * Addressed an issue with Zombie pathing
- - * Fixed an instance of the player model displaying incorrectly
- - * Some unhandled exception errors have been addressed
- - * Improved server browser's refresh functionality when the Source is set to 'Favorites'
- - * Added support for CODTV
- - * "cg_DrawFPS 1" now only displays FPS and cg ms/frame

- - * Added RCon command "teamstatus" to display players' team information

Additionally, the following Modding items have been addressed – modders take note:

- - * Mods: Added joinsquad script function
- - * Mods: Players can now join CO-OP lobbies that are hosting map names with more than eighteen characters
- - * Mods: Users can now load custom maps when the usermaps folder contains fifty or more custom maps
- - * Mods: Removed the loading of duplicate assets that contributed to the '2048 materials' error
- - * Mods: Increased the amount of mods displayable in the Mods menu
- - * Mods: Fixed a crash related to the mod.arena file

I'd like to call attention to the CoDTV support – we've been working closely with Garetjax, the creator of CoDTV.tv over the past few months. It is important to note: we did not create or integrate CoDTV into Call of Duty: World at War; rather, we implemented the necessary support functionality into the game client for his CoDTV program to function. Visit CoDTV.tv for additional updates on that project.

Finally, we are continuing to work on support for Map Pack 2 on the PC. I have no specific information to provide on this yet, but I will update the community when there are more details.

Regards,

-JD

2009-06-23 13:06 von Nightwing