

Date: Monday, April 13 2009 @ 10:07:00 MEST
Topic: Server

Call of Duty: World at War PC Patch 1.4

Our server runs now the 1.4 patch.

The full patch notes follow below:

- 3 new Multiplayer maps: Knee Deep, Nightfire, Station!
Nazi Zombies map with more weapons, Perks-a-Cola machines, and electroshock defenses: Verruckt!
Improved spawning logic.
Auto balancing improvements. Players are no longer auto balanced while completing objectives.
Mods: IWD's can be placed in the usermaps folder.
Mods: Hold Breath / Sprint functions as intended.
Mods: MissingAssets.csv is generated when maps are run with developer set to 1.
Fixed lag caused by shooting at tanks.
All rifle grenades fired during the first 15 seconds of Search & Destroy will be duds.
Players who equip a Bouncing Betty and melee teammates in Hardcore game modes are now credited with a team kill penalty.
Players are now deducted 200 points for team killing the bomb planter/defuser in Hardcore Search & Destroy.
Martyrdom no longer causes direct impact deaths in Hardcore modes.
"Bayonet jumping" has been disabled.

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