

Call of Duty 5 World at War Patch 1.4 Call of Duty 5 World at War Patch 1.4

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Call of Duty: World at War PC Patch 1.4 ist am 9. April erschienen.

Der Patch enthält die drei neuen Karten Kneedeep, Nightfire, Station, verbessert die Spielbalance bei S&D im Hardcore Modus und beseitigt einen Fehler bei der Behandlung von Custommaps.

Für Besitzer einer unzensurierten Jugendgefährdenden Version bringt der Patch (581.37 MB) neue Zombiewerkzeuge und eine neue Zombiekarte. Redliche Spieler benutzen bitte den entsprechend gekennzeichneten Jugendschutz konformen Patch (267.85 MB).

<http://www.callofduty.com/supplies/pc-updates?lang=en>

Notes:

- 3 new Multiplayer maps: Kneedeep, Nightfire, Station!
- Nazi Zombies map with more weapons, Perks-a-Cola machines, and electroshock defenses: Verrückt!
- 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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