CS:S Update CS:S Update

2005-12-03 10:04 von Kelli (0 Kommentare)

{mosimage}

**Endlich ist das Update für CS: Source erschienen und bringt unter anderem die auf die Source-Engine portierte Map de_nuke mit.
Ansonsten wurde hauptsächlich an der Source-Engine geschraubt und eine Reihe Bugs gefixt. Die neuen Models sind natürlich noch nicht dabei. Wie soll es anders sein. *g***

Bugfixes gibts unter weiterlesen

Unsere Server sind auch schon up to date

Quelle:www.cstrike.de

{mos_smf_discuss}

Counter-Strike: Source Update Available

December 1, 2005, 5:40 pm · Alfred Reynolds

Updates to Counter-Strike: Source have been released. The updates will be applied automatically when your Steam client is restarted. The specific changes include:

New Map

*** Added de_nuke with High Dynamic Range (HDR) lighting**

Counter-Strike: Source Enhancements and Bug Fixes

*** The Bomb (C4) can no longer be planted on breakables, movable physics props, or other players**

*** Fixed problem where players were not always “grabbing onto” ladders that were approached from above**

*** Crouching while traversing a ladder reduces the player’s speed (matches CS 1.6 behavior)**

*** Improved door logic to prevent doors from opening into the player using them**

*** View-smoothing is now done when going down stairs as well as up**

*** Bomb-related sounds play for everyone correctly now (not just the bomb-planter)**

*** First-person spectators are blinded and deafened just like the person they are observing**

*** Fixed incorrect bullet penetration calculation through concrete+grate materials**

*** Fixed changeteam exploit**

*** Fixed DX7 early prop fade-out**

*** Fixed rare player animation issue while holding grenades**

*** Fixed apparent lockup/hang due to the disconnect dialog showing up over the quit menu and hiding it**

*** Fixed crash when shooting explosive objects that would result in the shooter's immediate death**

*** Opening the buy menu and equipment menu on the same frame no longer leaves the buy menu in a bad state**

*** DEagle no longer always plays deploy animation when starting to spectate its owner**

*** Non-localized HintText displays correctly again**

*** Added "mp_disable_autokick " so players with rcon access aren´t idle-kicked**

*** "soundscape_flush" no longer forgets about soundscape entities**

*** Exposed VIP player index to plugins/mods**

Counter-Strike: Source Bot Changes

*** Several navigation improvements (jumping, ladders, general movement)**

*** Various CPU performance optimizations**

*** Bots are more attentive to enemy noises now**

*** Bots throw their grenades when surprised by an enemy correctly now**

*** Bots can open doors when attacking with a knife now**

*** Fixed bug preventing CT bots from hiding to guard a bomb defuser**

*** Fixed a few issues where bots were trying to plant the bomb in bad places**

*** Bots now break breakables they touch while stuck or crouched**

*** Fixed bots not knowing if the cs_havana window is shut**

*** Adding the "bot_join_delay" ConVar to delay bots joining after a map change**

Zurück