

CS:S Update CS:S Update

2006-01-20 14:24 von Kelli (0 Kommentare)

{mosimage}

Wie schon angekündigt wurde nun cs_militia released.

Außerdem wurden diverse Bugs (siehe *weiterlesen*) gefixt.

Also hurtig Steam angeworfen und das Update gezogen.

Unser Server ist natürlich auch schon up to date

{mos_smf_discuss}

Counter-Strike: Source Update Available

January 18, 2006, 5:44 pm · Alfred Reynolds

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

New Map

- * Added cs_militia with High Dynamic Range (HDR) lighting

Counter-Strike: Source

- * Fixed player name crash exploit
- * Fixed rare visibility issue near portals such as doorways and windows
- * Fixed a bug that occasionally resulted in doors becoming stuck closed
- * Fixed animation issue with shotgun reloads interrupting fire animations
- * Fixed bug where footsteps sometimes sounded for crouched players on stairs or slopes (they no longer do)
- * Fixed buy menu locking up if keypad Enter is bound to "buymenu"
- * Detail props sway in the breeze now
- * Underwater observers no longer play drowning damage sounds

Hostage changes

- * Hostages can open doors and step up onto ledges/stairs now
- * Hostages and Bots obey NAV_MESH_NO_HOSTAGES

Source Engine

* Added FCVAR_CHEAT to some cvars in the materials system

[Zurück](#)