

Patch 1.50 pour BF2142

Postée par [BF_SLD](#) le samedi 31 mai 2008 à 00:58

Après qu'une phase bêta est réussie. La mise à jour 1.50 de Battlefield 2142 version définitive est sortie. Les serveurs sont mis à jour et les fichiers client sont maintenant disponibles pour que vous mettiez à jour votre jeux.

Comme mentionné avec la bêta il est ajouté un certain nombre de nouveaux dispositifs

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[Battlefield 2142] Battlefield 2142 Update 1.50 FINAL Released

After a successful open beta phase of Battlefield 2142 Update 1.50 and tweaks and updates being made based on feedback on the forums we have released the final version of Battlefield 2142 Update 1.50. Servers are being updated and the client files are now available for you to update and get into the new content.

As we mentioned with the Beta release we have added a number of new features and added new content to Update 1.50

FEATURES

- Added community maps, Wake Island 2142 and Operation Shingle
- Added the ability to use widescreen resolutions.
- Added No Vehicles mode.
- Added Conquest Assault mode.
- Changed the volume control for the Commander Voice Over on request of the esports community.
- Changes made to pod steering mechanism to improve control while limiting pod surfing.

FIXES

- Fixed the loading issue caused by corrupt Radial.cdb file
- Various changes made to prevent cheating.

Both The Sir. Community (www.sircommunity.com) and Jason Brice (www.MGXCLAN.com) have been hard at work implementing feedback from the Beta to improve and tweak their maps for final release.

WAKE ISLAND 2142

Narrowed down the land bridge
Fixed FAVs not spawning more than twice
Add wrecked gunship to titan deck
Shorten FAV spawn time
Add FAV to Beach
Add crates to top of dock
Create path from Village to other side of island
Add anti tank gun to Village
Add anti air gun to Beach

Add additional blockades against mech movement at entrance to dock
Get rid of Island flagpole
Add crate next to antenna at main base to help people jump up on it
Fix small bug with beached ship at Beach
Add trees back to small island
Reduce the respawn time of EU gunship 30 -> 20
Increased docked titan pod velocity 38 -> 41
Move AA gun at main base
Crates/barrels on Titan deck
Reduce FAV spawn delay
Move PAC assets to island tips
FAV spawn at main base - cars start rolling forwards
At Office and Checkpoint, the antitank can kill the titan AA gun
Put tank barriers in front of dock entrance
Bring consoles on docked titan back to normal strength
Indestructible PAC titan
Limit PAC to only one gunship
Increase docked titan pod launch velocity 35 -> 38
Add ladder on other side of dock
Turn EU gunship 180 degrees
Add spawnpoints on top of dock to Dock CP
Increase the time it takes to capture Core flag
Moved PAC titan back
Replace stairs up to dock with ladder
Fix docked titan pods launching backwards
Reduce the respawn time of EU gunship 80 -> 30

OPERATION SHINGLE

Added NO VEHICLES mode.
Added ASSAULT LINES mode.
Preview Map updated to reflect proper Team positioning
Tickets have been reversed. Attacking team now has extra 30 tickets.
Columns/Command Center/Refugee Camp flags cannot be capped from a level below their locations.
Battle Walkers no longer do the MOONWALK on spawn minculldistance has been removed

You can download Battlefield 2142 Update 1.50 from the following locations:

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Origine : [EA.COM](#)

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