

Battlefield Bad Company 2 Changelogs

Posted by slaB - 22 Mar 2010 17:31

Updated: 22.03.2010 (dd.mm.yyyy)

Update name - 523648

Changes:

- Server browser downloads 100 entries instead of 500 in a chunk – this makes the “Cancel” button more responsive
- Fixed crash during server browser refresh
- Low-level networking library switched back to the optimized version (the game client was temporarily running with one that had more debugging logic in it)
- Localization fixes in the scoreboard
- Server browser ping handling code modified

Updated: 15.03.2010 (dd.mm.yyyy)

Update name - 522175

Changes:

Single Player -

Fixed: Graphical issues on some systems on SP_03 (at start and when displaying background mountains at “Up river”)

Fixed: Character voice issue during cut scenes in SP_03b (only affected Spanish)

Fixed: Hang when killed using TOW Launchers in SP_05

Fixed: Graphical issue on some systems on SP_05 (displaying background mountains)

Fixed: Voice volume in cut scenes on SP_06

Fixed: Unexpected dialog at start of SP_08 (only affected Italian)

Fixed: Random crash in SP_09 cut scenes

Multi Player -

Fixed: Server Browser - Joining a password protected server results in a connection timeout

Fixed: Server Browser auto updating server list when reopened causing a timeout issue

Fixed: Password issue during Friend invites

Fixed: Password text field issue on joining a password protected server

Fixed: "Flickering" ship on Arica Harbor

Fixed: Clan tags that use numbers in them displaying a "0" on the Select Spawn Point screen

Fixed: Display issue on long server names

Fixed: Mortar Strike icon not updating (Beta issue)

Fixed: No "Exit Game" menu option appearing at the end of some rounds.

Fixed: Flickering user rank icon (appeared as an animated gif) when user reaches rank 10.

Fixed: Flickering trees and "Red Box" on Laguna Presa

Fixed: User is logged out when failing to create a new soldier

Fixed: Zeus stationary weapon not appearing in stats

Fixed: Zu23 not appearing in stats

Fixed: BMD3 AA not appearing in stats

Fixed: Friend request displaying incorrect Veteran stats

Fixed: End of Round screen displayed incorrect "UAV_Station" – now displays correct localized text.

Fixed: K/D ratio displays in the Front End

Fixed: K/D ratio displays correctly when "comparing"

Change: Server browser now defaults to list via Ping first

Change: News Ticker font support for Spanish, Polish, Russian and Japanese

Change: New message for server full (reported as "I get no message when I try and join a server, it does nothing")

Change: New message displayed for attempting to join a password protected server without providing a

password (reported as "I get no message when I try and join a server, it does nothing")

Change: Displays version number on Front End Legal Screen

Change: Display of weapon icon during loading screen

Change: All clan tags will automatically be preceeded by [and closed off with] to prevent impersonating other players.

STEAM

Change: The STEAM version of Battlefield Bad Company 2 will no longer have SecuROM on the exe file. Instead it will use Valves own DRM instead.

=====

Re: Battlefield Bad Company 2 Changelogs

Posted by Johannicus - 20 Apr 2010 15:03

Weapon tweaks? Think I have to play some and see what changes they made..

=====

Re: Battlefield Bad Company 2 Changelogs

Posted by VoGon - 21 Apr 2010 08:39

From 08:00 BST (UK time) 21st April, we will be rolling out DICE's latest R10 server update. This will take approximately 2 hours to complete and all servers should be updated before 11:00 BST.

Important

Server update R10 includes a region filter. To enable this, simply re-save the ServerOptions.ini file located within 'Default Config Files' in our Game Panel. This will add Region=EU to the .ini file.

If you have updated the ServerOptions.ini within the last 12 days, there is no need to re-save the file as we added region support back in server update R9.

R10 change list:

www.killercreation.co.uk/forums/topic/79...er-changelist/;
onclick="window.open(this.href);return false;

Kind regards

KC Staff

List is the same as Slab's post, just to mention we are getting updated today.

=====

Re: Battlefield Bad Company 2 Changelogs

Posted by Greenie - 21 Apr 2010 12:03

I shall be on this evening, testing away 😊

=====

Re: Battlefield Bad Company 2 Changelogs

Posted by slaB - 21 Apr 2010 18:08

Weapon changes in the newest patch:

As requested by the community, here is the exhaustive all inclusive changelist of all balance updates made in the R10 Server update for PC.

Increased the base range of all Automatic and Semiautomatic weapons for more consistent close range combat.

Slightly increased the damage of Semiautomatic rifles over long range for more consistent damage output.

Increased the zoomed burst accuracy of LMGs and decreased LMG accuracy when moving to reduce LMG run and gun.

Decreased the base damage of the M60 and XM8 LMGs to bring them in line with the other LMG damage values.

Decreased the damage of the PKM over long range to balance it with other LMGs.

Increased the base damage of the Type88 LMG to balance it with other LMGs.

Slightly reduced the base damage of the M16 and G3 to balance the increased range.

Slightly increased the damage of the AEK971, F2000, AN94, and AUG over long range to balance them with other Assault Rifles.

Reduced the lethal blast range of the 40mm grenade and M2CG to highlight their role as a secondary weapon against infantry.

Slightly Reduced the max range of the 40mm shotgun to balance it with other shotguns.

Slightly increased the base damage of shotgun rounds and reduced their range to clarify ideal shotgun combat distance.

Reduced the base damage of the PP2000 to balance the increased range.

Increased the damage of the 9A91 over long range to balance its lower magazine size.

Increased the damage and range of the M9, M93 pistols to make them more desirable as a secondary weapon.

Increased the range of the MP443 pistol to make it more desirable as a secondary weapon.

Increased the damage of the MP412 over long range to balance its low rate of fire.

Slightly reduced the rate of fire of the M1911 pistol to balance it with other pistols.

Increased the repair and overheat speeds of the Power Tool. Now overheats sooner but repairs the same amount before overheating.

Increased the maximum number of Motion Sensors that can be carried from 2 to 3 and increased the speed which new sensors are acquired from ammo boxes.

Significantly increased the speed of the Tracer Dart projectile to make it more effective against airborne targets.

Increased the reload time of the Mortar Strike and reduced the damage it does to heavily armored vehicles.

Decreased the range of Bolt Action Sniper and Pump Shotgun Slug rounds when using Magnum Ammo for better Kit Balance, especially in Hardcore.

Slightly increased the Health of soldiers in Hardcore for better Kit Balance.

Increased the benefit from the Medkit Heal+ specialization to make it more desirable as a Specialization.

Decreased the benefit from Vehicle Reload Speed to balance it against other Vehicle Specializations.

Slightly decreased the benefit from accuracy specializations to balance the changes to range and accuracy tweaks.

Fixed a bug where the BMD3 would take extra damage to the front armor.

Reduced the explosive damage from Attack Helicopter cannons.

Increased the damage of AA guns against all targets. The AA gun should be much more effective against infantry on Port Valdez.

These changes will eventually make their way to the 360 and PS3 as we work with our partners Microsoft and Sony to continue to support BFBC2 on all platforms.

=====

Re: Battlefield Bad Company 2 Changelogs

Posted by VoGon - 21 Apr 2010 21:12

DICE have released server update R11 with the following fixes:

1) SQDM and SQRUSH levels are no longer automatically classified as Hardcore.

The reason why they were classified as such, is that the game's autobalance is inactive in those two gamemodes. This caused the server browser's new hardcore-icon logic to always consider those servers to run in hardcore mode.

2) Favorites handling has been restored.

Some R10 servers made people's favorites' list show the same server in all entries. This is corrected with server R11. Once server R11 has been properly deployed, some people will have to rebuild their favorites list. I don't have any statistics on how many people are affected.

We're not forcing an R11 roll out this evening to avoid mass disconnects, however; by 09:00 BST tomorrow (22nd April), all game servers are required to be running R11.

Update done so ours is atm on R11 🍷

=====

Re: Battlefield Bad Company 2 Changelogs

Posted by slaB - 02 Jul 2010 20:13

Updated 30.06.2010 (dd.mm.yyyy)

Edit: As you noticed this patch didn't release on time and we are currently fixing some crashes on some maps which has been found by QA. Once we have a new release date I'll update this post and probably make more posts about the new release date.

We will perform another synchronized client/server update.

The client update will be roughly 500MB in size.

Changelog:

- Server - Some potential sources for lag/rubberbanding have been eliminated
- Server - The old reserved slots has been replaced by a kick-on-demand system like in BF2
- Server - Log file for server admins: all remote admin interface commands/events are logged
- Server - Log file for server admins: major server events + all chat messages are logged
- Server - Idle kick is controllable
- Server - Profanity filter can be disabled
- Server - Teamkill-kick system is controllable
- Server - Ticket counts and bleed rate are controllable per-level
- Server - Infantry only mode available per-level
- Server - Initial spawn delay and respawn delay are adjustable
- Server - Server description can be up to 400 characters, and use ""|"" for line breaks
- Server - Banlist can contain up to 10.000 entries
- Server - reduced latency in packet handling

- Admin Interface - fixed the player.onKill spam that occasionally happened
- Admin Interface - ensured that player.onJoin events always report the player name
- Admin Interface - events triggered when people spawn
- Admin Interface - much more info on kills
- Admin Interface - detailed stats are reported at end-of-round

- Gameplay - Various minor level bugfixes
- Gameplay - Helicopter handling has been tweaked
- Gameplay - Weapon tweaks have been implemented based on PC public feedback
- Gameplay - Tracer dart gun speed has been changed from 300 m/s to 200 m/s

Gameplay - Fixed technical hang when a crate was armed outside of the combat area

Gameplay - "Victory is near" message was shown for the wrong team on Valparaíso, this has been fixed

Gameplay - Countermeasures can be fired when driving a helicopter

Gameplay - The brightness of the pilot view in the Russian helicopter has been reduced

Gameplay - Advanced Spotting scope works better

Gameplay - Knifing people in the back works again (we backed out the change that we had done for Server R11)

Gameplay - Hit box for moving targets expands based on the speed of the targets movement

Gameplay - G36 now has crosshair when in Hardcore mode

Server Browser - Servers are sorted into 3 categories: Normal, Modified, Hardcore depending on their settings

Server Browser – Added support for retrieving update progress

Server Browser - Now refreshes information

Server Browser - Join queue system when attempting to join a full server

Server Browser - All settings are automatically saved between sessions

Server Browser - Pings are sent via an alternate mechanism, which should work for non-Administrator users as well

Client - Fixed DX9 issue, which likely caused graphics glitches and perhaps crashes

Client - Fixed some crashes

Client - Toggle/hold crouch is user controllable

Client - Toggle/hold zoom is user controllable

Client - Vsync bugfixed for DX10/DX11

Client - Rewritten how settings are written to disk; this should reduce/eliminate the spawn lag

Client - Fixed bug where a player could join a server before the stats has been downloaded causing faulty stats in "EOR- unlock progression"-screen

Client - New chat system allows chatting when dead (but not during end of round) and keeps a 100 lines

log

Client - Improved Play Now functionality

Client - Removed K/D ratio and Skill Level filters in the leaderboards

Client - Any points you get while being dead will be added to your score

Client - Reduced negative mouse acceleration

Client - Increased health on the Cobra to match other vehicles

Client - More informative disconnection/kick reasons

Client - Support for Map Packs so PC gets future VIP maps at the same time as consoles

The Balance tweaks are as follows:

Slightly increased the damage of the UZI at long range.

The AKs74u now has more felt recoil when aiming.

The G3, VSS, and all SemiAutomatic rifles now settle slightly faster between shots when aiming.

The PKM, Type 88LMG, G3, An94, and 40mm shotgun have returned to their former glory.

Increased the damage of the MG3 to bring it in line with the rest of the LMGs.

Fixed a bug where the Saiga12 with slugs would do too much damage at long range.

Fixed a bug where the SVU would do too little damage at long range.

Fixed a bug where M95 rounds would not kill armored targets with headshots.

=====