Thief 2 Patch Info

Hi,

Since shipping Thief II, we and you (the players) have found some problems that deserve fixing. Once we decided to spend the time on making this patch it opened the gates, and being the perfectionists that we are, we couldn't resist the opportunity to embellish our baby a little more, sneak in a few more puzzles, and fix a few pet peeves. Below is a list of the things we have fixed or changed. We have left some things a little vague so as not to give away any secrets. While we know that the game we shipped will be very enjoyable to play as it is, installing this patch will be sure to add to your gaming pleasure.

- The Thief 2 team

Note: This patch will reset any save game to the beginning of the mission that the save was made in.

If you have a minimum install the patch will automatically copy additional files necessary for a normal install. This will increase the size of the Thief 2 directory on your hard drive by about 200 megs.

This patch will only work on version 1.07 of Thief 2. Thief 2's version number is displayed in the autoplay panel below the quit button. You can call up the autoplay panel by placing the Thief 2 CD in your drive and waiting a few moments for the autoplay panel to load, or by running the program "panel.exe" found on the Thief 2 play CD.

Programming fixes

- Assorted tweaks to AI code to improve AI responses in a variety of situations.
- Fixed rats squeaking after they have been killed.
- Made ropes easier to climb.
- Fixed a bug in doors that could send you skidding off or let you stick your head through a door.
- Tweaked mines so that they interact with the world more realistically.
- Fixed a turret bug that prevented a couple of turrets from working correctly.
- Increased maximum sound channel usage to 24 channels and reset default to 12 channels.
- Modified frog combat behavior so that they no longer just sit still for several seconds looking around before they become active.
- Improved the effectiveness of using your sword to block blows from your enemies.
- Set gamma levels to default when playing back movies so they look better.
- Fixed a crash that happens if you hold down a key which changes screens while mouse clicking a button to leave that screen (yes, some people will try to do this).
- Fixed a remote camera bug that effected Nvidia-based video cards.
- Added support for audio cards that only support EAX 1.0

Design fixes and improvements

Interference

- Made several aesthetic improvements to the level.
- Made a few AI tweaks.

Shipping and Receiving

- Tweaked AI patrol routes for better gameplay.
- Add more Garrett voice overs.
- Tweaked some of the puzzles on this level.
- Added a few more powerups.

Framed

- Added a few more powerups.
- Made several aesthetic improvements to the level.

- Added more voiceovers.
- Swapped out some spiders for some rats.

Ambush
- Tweaked the map to make it look better.
- Changed some guard models for better diversity.
- Added more conversations.
- Adjusted some difficulty settings.
- Added a few more powerups.

Eavesdropping
- Made it easier to find enough loot to achieve mission objectives.
- Tweaked difficulty settings.
- Added more powerups to mission.
- Made several aesthetic improvements to the level.
- Improved sound propagation throughout level.

Bank
- Made several aesthetic improvements to the level.
- Improved sound propagation throughout level.
- Added more Garrett voice overs.
- Tweaked difficulty settings.
- Improved lighting.
- Fixed some map bugs (added a new map page).
- Minor bug fixing.

Blackmail
- Tweaked powerups and loot available in mission.
- Tweaked AI patrol routes for better gameplay.
- Fixed a bug that if you kill some of the guards before they have an important conversation the mission was left in an unwinnable state but you didn't fail the mission.
- Added a few more loot puzzles.

Courier
- Fixed some lighting bugs that made it look like you were standing in shadow when you weren't.
- Improved sound propagation throughout level.
- Tweaked AI patrol routes for better gameplay.
- Changed some guard models for better diversity.
- Added a few more powerups.

Trail of Blood
- Improved sound propagation through the level.
- Made some loot easier to find.
- Made several aesthetic improvements to the level.
- Tuned difficulty levels.
- Tweaked some AI patrol paths for better game play.
- Tweaked lighting to add more hiding places.
- Put more powerups in the level.

Life of the Party
- Made several aesthetic improvements to the level.
- Snuck in some more rooftop architecture.
- Tweaked some AI paths.

- Tweaked the fog settings.
- Tweaked sound propagation.

Precious Cargo
- Tweaked lighting for better stealth experience.
- Tweaked the mantling puzzle.
- Fixed a bug where you could play through mission and not trigger an important objective change.
- Tweaked sound propagation.

Kidnap
- Added some powerups to mission.
- Fixed a bug in one of the conversations that caused it to repeat each time you trigger it instead of playing just once.
- Made some scrolls easier to find.
- Made some lighting tweaks to make it easier to sneak by certain places.
- Tweaked some AI behaviors to make them better responses to possible player interactions.
- Fixed a couple of little map bugs.
- Tweaked difficulty levels.

Casing and Masks
- Made several aesthetic improvements to the levels.
- Tweaked some AI patrol paths for better game play.
- Added some more powerups to the level.
- Made some lighting tweaks to make it easier to sneak by certain places.
- Fixed a couple of physics bugs that caused some objects to act strangely.
- Fixed a couple of map bugs.
- Hid some secret doors better.
- Fixed a model problem with some clocks that caused transparency problems.
- Made it so that a container for an important quest item appears in different places on different difficulty levels for increased re-playability.
- Fixed a bug where getting a mask did not always trigger the objective complete for it.
- Made some tweaks to improve gameplay.

Sabotage in Soulforge
- Made the text on the map easier to read when it is highlighted.
- Added a map page.
- Made some tweaks to improve gameplay.
- Made aesthetic improvements to the level.