

This is the final Unreal 1 patch. Fixes and Improvements:

- 1 Updated to the same Direct3D code as in Unreal Tournament version 420.

Sound

- 1 Updated to the same sound code as in Unreal Tournament version 420.

Networking

- 1 Improved dedicated server performance.
- 2 Fixed packet id wraparound error causing client-side weapons to disappear.
- 3 Fixed packet size overrun causing packets to be lost.
- 4 New DISCONNECT and RECONNECT console commands.
- 5 New server -profilestats command line option for performance monitoring.