

Version 1.1 patch (Build 110)

- 1 Added 6 new multiplayer maps.
- 2 Fixed texture not showing up on Nightmare child's cocoon.
- 3 Fixed joystick axis settings not being saved when joystick deadzone was set very low.
- 4 Optimized multiplayer bandwidth usage.
- 5 Added new connection settings in multiplayer player setup menu.
- 6 Added frame rate limiting for multiplayer to benefit modem multiplay.
- 7 Fixed third person Draco weapon attack not being visible in multiplayer.
- 8 Changed some weapon effects to happen instantly on the client, rather than waiting for the server to send a message back.
- 9 Added a dedicated server -- see dedicated.txt for more info on this.
- 10 Added GameSpy support for games hosted by a dedicated server.
- 11 Added console vars for dedicated server to start with any equipment/weapons.
- 12 Fixed remaining surfaces that were not drawing through optimized path (workaround for blitting issues with some TNT2 driver versions).
- 13 Added command to allow disabling of DirectX 7 commands for cards that don't have DX7 compatible drivers.
- 14 Fixed "Disable Joystick" option in Advanced setting of launcher.
- 15 Fixed fog and saturation blending not being set on remote clients in multiplayer games.
- 16 Fixed "DirectSound 3D Hardware" option not setting correctly in the Audio menu.
- 17 Added Aureal3D and DirectSound 3D software settings for audio.
- 18 Added gibbing in multiplayer.
- 19 Exit messages are displayed on world changes.
- 20 Message console is visible in deathmatch intermission.
- 21 Fixed players dropping on level changes.
- 22 Added effect for invulnerability.
- 23 Spawn frags no longer throw players out of the world.
- 24 Added ping display to in-game browser.
- 25 When multiple servers show up in in-game browser, same server remains selected.
- 26 Increased the update rate for the server list in the in-game browser.
- 27 Fixed Draco attack sound still playing after death.
- 28 Content that wasn't being precached in multiplayer now is.
- 29 Grapple state now resets on player death.
- 30 Interactive crosshair (IACH) now works for other players.

- 31 Spectator mode cheat removed in multiplayer.
- 32 Player scoreboard list now gets cleared between games/sessions.
- 33 Added screen flash when picking up an item.
- 34 Dropped weapons now disappear after a time limit.
- 35 Added BigHeads.
- 36 Conquer mode now works a little differently... you get 3 points for killing the leader and -3 points for killing the loser. Everyone not in the leader or loser brackets gives you one point. Don't kill the little heads.
- 37 In team play, fraglimits are now based on the total team score.
- 38 Player colors are now forced in teamplay.
- 39 Changing names, titles and colors while playing is now allowed.
- 40 Fixed some initialization messages being sent as unguaranteed.
- 41 Fixed crash when using "Fewest and Farthest" respawn type.
- 42 Armor doesn't affect falling damage.
- 43 Fixed a bug with setting weapon priorities in the menu.
- 44 Fixed problem with sometimes spawning in the wrong place when joining a game.
- 45 Fixed Windblade bug that was causing negative damage when outside visual effect.
- 46 Adjusted Magma Cannon so objects behind the first object hit take more damage.
- 47 Other miscellaneous fixes and additions.