

Patch Notes for Distributed Builds

Version 1.0

- Initial release

Version 1.01

- Fixed a potentially-fatal crash that could occur on player death
- Fixed an issue where the round start screen would show the wrong game mode info
- Optimisations to the lighting to increase performance, especially inside the abbey
- Fixed the collision on some fences and trees
- Made changing server settings between rounds a bit more responsive to the player
- Prevented players from spawning after the round ends
- The main menu background now correctly cycles between images on each application start
- Fixed being unable to attack with only one arm if it was in the opposing socket (left in right socket or right in left socket)
- Fixed Dye Another Day colour assignment when a player left the game
- Added support for extra characters in player names: [] ^ _ ` | = \
- Removed the full .NET installer dramatically reducing download size
- Created 32 bit build instead of 64 bit so more computers will be able to play