Bug fixes:

1. Fix to line of sight to correct Lightning Tower not being able to attack in certain situations

2. Fixed flyers to move more smoothly and path plan better…especially though urban environments.

3. Fixes to beam effects to correctly show them when created under shroud (fence beams, artillery etc).

4. Fix for a crash created by several people in the WON lobbies switching rooms

5. Fix for "unresolved transporter" crash

6. Changes to the way the redbook audio device is found to help with multiple CD-Rom drives

7. Changes to handle packet corruption in multiplayer (cheating attempts / denial of service)

8. Fix for intermittent "illegal var name" crash

9. Upgraded to the latest WON library to fix various problems.

10. Building footprint & traction type / surface type changes to improve air unit pathing over pipes.

11. Change to prevent interpolation while stalled (units flying into the air)

12. Fixed boat Range bug, which allowed certain boats to fire much farther than expected

13. Fixes to aspects of Strategic AI (some of these would have lead to some of the stalls in the AI which prevent it fromconstructing);

14. Minor problems in bombardier system (air strikes and mojos)

15. Building placement bugs

16. Money allocation bug which occurred when higher priority items displaced lower priority items (the usage of the lower priorityitem was not refunded which resulted in that item not being built for a long time)

17. Clamped the maximum range defense would attempt to maximize enemy threat (this lead to the AI believing that the gun towers in your base were threatening its base and it would send every available unit to that location)

18. Interface vars which point at READONLY vars cannot be modified (this was the source of one of the cheats found by players)

1. Addition of status icons for low performance (simulation, display and networking). If your performance drops below a certain level it will notify you if the drop is caused by your CPU, your video card, or your net connection.

2. Added frame advance when performance drops so player doesn't feel game has locked up

3. Added a few more checks for cheating prevention

4. Change to allow low detail lights

5. Clear player selection when joining a game (so chat isn't locked onto a player once you're in the room).

6. Addition of 'Resource Configuration' in Multiplayer / IA setup. This will allow you to set whether all Resources will regenerate or not

7   Changes to layout in WON lobby

8   Addition of ignore functionality in WON lobby

9   Addition of player icons for ignored / muted and moderator

10 Added new key-bindings.

11 Sped up the Pre-Post fire animations on several units to make them react faster

12 Decreased speed and LOS on Construction Rigs to help reduce the chance of a 'Turret Rush'

13 Reduced rotation of Scorpion tank turret to 180 degrees.

14 Several tweaks to the Baron Samedi to make it more effective.

15 Several other minor balance tweaks.

16 Improvements to Strategic AI

17 Added support for language specific auto updated patches

18 New patches need only be the actual RTP patch file (no need for redistributing the patch installer and the RTPatch DLL as these have been added to the games data via the 1.1 patch)

19 Added axes, which allow symmetrical painting of textures and colors on maps.

20 If any player has different data they are notified at game start so that they need not wait for the OOS message.

21 Made the OOS message more confrontational giving the player to exit immediately.

The patch supports all 4 versions of Dark Reign 2 for US, UK, German, and French.