Below is the list of changes and additions in Update 2:

1   Improved object Interpolation/Extrapolation (helps remove players/rockets "jumping" around bugs)

2   Added server upload throttling code. The server throttling works by turning down the update rates of the clients when too much data is being sent for the connection to handle. NOTE: You MUST set this option appropriately on your hosted or dedicated server to avoid bandwidth saturation and overflow. To set this option on a hosted server go to the Host menu and select the "Bandwidth" option. The value you choose (56k,Cable,DSL,T1,T3) should match the maximum number of bytes per second that your connection can upload. If none of the available options match your connection's maximum upload bandwith, then use the "Custom" option to enter the correct value manually. For step by step instructions for calculating your bandwidth limit and for instructions on using this feature with dedicated servers, please see the serverreadme.txt file in your main NOLF installation folder after installing the update.

3   Numerous bandwidth optimizations, including: Removed guaranteed userflag updates being sent on object activation and deactivation; Removed guaranteed update of all ammo types when player respawns; Removed guaranteed userflag updates associated with ducking and swimming; and Removed guaranteed update of grenade rotation

4   Fixed a number of join related bugs (i.e., the endless Loading screen bug and crashes or seemingly endless black screens when switching maps).

5   Added ability to set the server and client ports. The client port is controlled by the IPClientPort console command which defaults to 0 (which will cause NOLF to use the default IP range of 1024-5000).

6   Auto Ammo Selection option added. If this option is turned on (in the Player menu) and you pick up ammo for the weapon you currently have selected that is better than the ammo type you are currently using, the new ammo type is used.

7   Fixed Auto weapon selection so that a weapon is automatically selected when you are out of ammo and you pick up ammo.

8   Update so best ammo is auto selected instead of the "next" ammo type.

9   Fixed a bug that allowed you to move certain ammo types to other weapons (e.g., move explosive revolver ammo to AK-47).

10   Updated so that all player head/body textures are available in multi-player.

11   Added Elite Guard models to the model selection in multiplayer.

12   Added Target name display options to the Player setup screen. This allows you to display the name of the person you are currently targeting.

13   Fixed a bug in AmmoBox that caused them to sometimes stop giving out ammo if picked up a bunch of times.

14   Fixed a bug that caused progressive damage (i.e., stun, acid, sleeping) to sometimes be applied even after respawning.

15   Fixed a bug that caused players to not always play the swim animation when swimming.

16   Fixed ducking so it no longer feels lagged.

17   Fixed a bug that caused grenades to sometimes fly endlessly through the world.

18   Fixed a bug that caused projectiles (grenades and rockets) to sometimes disappear on the world.

19 Changed both Blizzard_AM and Beaujolis_AM so that players are now unable to illegally jump up the sides of the terrain, hide, and snipe at other players.

20 Launcher: Added "Customize" button under the Advance section which allows people to add Add-on .rez files more easily.

21 Stand Alone Server: Added "Customization options" dialogue which automatically appears if there are Add-on .rez files in the Custom folder. This allows Add-on .rez files to be used by the Stand-alone server.

22 Stand Alone Server: Added several command line parameters to allow server operators to bypass the setup wizard.

23 Fixed a bug in the AmmoBox that caused a bunch of unnecessary messages to be sent to the client.

24 Fixed bug with not being able to pick up weapons when "weapon stay" is on.

25 Fixed a bug with PickupItems falling through world models when their MoveToFloor property was set to True.

26 Fixed a bug that caused the level to never end if Frag Scoring was turned off in H.A.R.M. vs UNITY games.

27 Fixed client bugs caused by the dimensions of crouching players.

28 Fixed a bug that caused the menu interface to disappear if the menu was left on for about 3 hours.

29 Updated the dedicated server window to display the correct version number.

30 Updated Internet Join and Lan Join interface screens so the F5 key will refresh the server lists.

31 Fixed a bug which made it so you couldn't bring up the in-game multi-player menu when dead.

32 Finally, based on our testing using the improved networking code, we have added recommended player limits for multiplayer to the Update 2 readme.