

v1.1 Retail patch fixes/additions:

- 1 Added user validation when going into a multiplayer game.
- 2 Added profile button to view a player's profile in the multiplayer chat screen.
- 3 Fixed a variety of multiplayer bugs and problems.
- 4 Added a slider to the options screen to allow adjusting the speed of the camera rotation.
- 5 Fixed Side Quest list in Quest Journal in higher resolutions so that the list does not run out side of the box.
- 6 Fixed a problem with Joseph's hand after you get to the Tower of Eleh and had the chainmail or steel gauntlets equipped.
- 7 Fixed a problem with textures becoming corrupted after Alt-Tabbing out of Summoner and then returning to the game.
- 8 Fixed an occasional crash bug when pressing ESC to end a cutscene early.