Kingpin
v1.1 Patch

COMPANY
Xatrix

SIZE
661 KB

ADDED
7/24/99

Kingpin v1.1 Fixes/Changes:

- Fixed long level loads
- Fixed pauses during multiplay
- Fixed erratic mouse during multiplay
- Optimized Vertex Array support
- Allow access to consol while in multiplayer game
- Only play intro once
- Optimized scoreboard, fits more players
- Fixed invalid model causing a thug model with sewer rat skin during teamplay
- Fixed gibbing characters in single player mode causes character to dissapear
- Completely disallowed alt-tab, causes several video drivers to hang the ystem
- Added "maxrate" setting for servers
- Pain skins on buddies in single player
- Player ID display
- Disappearing View Weapons on linux servers
- Reduced network traffic on startup, causing overflowed client drops
- Holster weapon, select weapon without ammo, can't raise weapon
- Added "dm_realmode", allows only pistol, shotgun & tommygun, with 4x damage
- Fixed dial-up connection dialing unnecessarily after selecting Begin Game in Gangbang menu
- Allow for multiple CD drives
- disable sound quality option for 64mb systems
- Crouching shotgun, won't reload automatically
- Play animation properly after respawn
- Color coded Player ID (green = friend, red = enemy)
- Added use of (audible) talk keys during multiplay, accompanied by a random jesture
- Automatically scale maxfps with rate setting, if cl_maxfps is higher than current setting can handle
- Prevent safe blockers
- New seperate text/chat display
- Easier to hit switch in Bagman