

## MechWarrior 3

v1.1 Patch

### COMPANY

[MicroProse](#)

### SIZE

2.56 MB

### ADDED

7/15/99

The following enhancements have been made in version 1.1:

- Weapons have been adjusted for better game balance, including increasing the heat for Small Lasers and ER Small Lasers, reducing the damage from Autocannons and LBX Autocannons, reducing the knockdown force of LBX Autocannons, and increasing the speed of PPCs.
- The chance that a 'Mech will fall down after taking damage in its legs has been significantly reduced.

The following game control changes have been made in version 1.1:

- Force feedback joystick support has been enhanced with effects for water damping, jump jets, nearby explosions, exploding 'Mechs and 'Mechs falling down.
- The speed of torso twist movement using the mouse has been increased.
- Keyboard remapping now works when you exit and then restart the game.
- Also, there is now a Start Menu shortcut to the readme file.

The following issues have been addressed in version 1.1:

- The crackling and popping sounds heard on PCI sound cards (such as the Sound Blaster Live!) have been eliminated.
- Using the jump jets in reverse no longer sets the throttle to reverse.
- A 'Mech that jump jets no longer bounces as the player applies jump jets just as the 'Mech is landing.
- The program no longer resets the firing mode (Single/Chain/Group Fire) and the damage display mode after you continue from mission to mission.
- Players now lose the Op 2, Mission 3 mission if they enter the Op 2, Mission 4 area.
- Several locations where players could jump jet through the ceiling or fall through the terrain have been fixed.

The following multiplayer issues have been addressed in version 1.1:

- Multiplayer latency has been improved (less lag and packet loss).
- You can now play Team Play games on the MSN Gaming Zone (up to 8 players).
- For multiplayer games only, leg armor has been strengthened so that 'Mech legs can take more damage.
- You can now chat at the Multiplayer Game Setup screen after you save your 'Mech configuration.