

- 1 Hauler vehicle now hauls reliably
- 2 Bridge in SCION 5 can be destroyed more easily
- 3 Multiplayer connections and stability improved
- 4 Other assorted fixes and corrections

Multiplayer

- 1 Chat with all is now the default option in MP
- 2 Modem server games should be more reliable
- 3 Sync join games should launch more reliably
- 4 Late joins should be more reliable
- 5 Removed pause on join in deathmatch games
- 6 Servers can now set a max ping for joining clients
- 7 Minimized game state sent across network to allow for faster modem joins
- 8 Removed terrain reload on deathmatch join in order to eliminate major stall
- 9 Warning to clients on joining a server with a high ping
- 10 Session list now shows only games of the same version

Input Controller Issues

- 1 Joystick should now retain calibration
- 2 Players can now reverse the joystick
- 3 We've increased the dead spot in the joystick