

This is my list of bugs, annoyances, and missing features that I experienced in my 130+ hour gameplay experience with Cyberpunk 2077. I am still working towards 100% completion, so this list will be ever expanding. If any of the issues listed here can be fixed with community-created patches, links to download those patches will be located below the bug report in *italics*.

For a complete overhaul to the games systems, including an entire rebalance to the games combat, stealth, hacking, breaching, vendor, crafting and driving systems, follow my mod guide seen here:

https://docs.google.com/document/d/1LSlbfonhIGqt0tCg905ieuzTw_HHVVOs8gEJ1Q4T6mk/edit?usp=sharing

The mod guide has been rewritten for this report, so please read through it again if you've taken a look in the past.

If there is a bug, annoyance, or missing feature that is not seen on this list, or you've created a mod that fixes one of the items on the list, feel free to let me know through email. I can be reached at tylertextnetwork@gmail.com.

Please report all bugs directly to CDPR, sent to their customer support center at <https://support.cdprojektred.com/en/>

1. Day 0 Bugs

- a. If there is a player action that is executed through a button-press, the player needs the ability to rebind which button is used, regardless of context.
 - i. This is possible to be fixed, however I recommend doing this yourself by changing the "inputUserMappings.txt" file, instead of attempting to use any mods. [steamapps\common\Cyberpunk 2077\r6\config](#)*
- b. While carrying BugBear, if the player were to fall off a ledge, such as the balcony outside the building she is found in, BugBear will fall out of the players hands and float, mid-air, in an idle pose, softlocking the gig.



i.

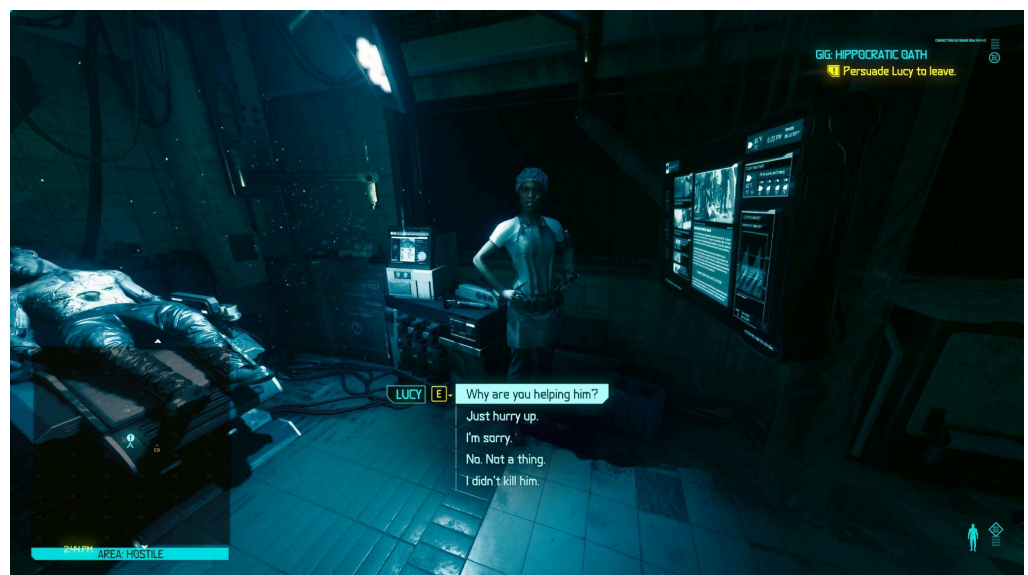
- c. A female NPC ragdoll wearing a yellow/orange dress has a physics bug that causes the dress in question to scatter rapidly. Filling the screen with a bugged mesh, and tanking framerate.



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- d. Changing Armor/Clothing many times in quick succession causes the armor's effects to not activate at times.

- e. If the player attempts Disasterpeace at the time Takemura is waiting for the player at Wakkako's, it is impossible to communicate with the Fixer about Death's Head. The Quest with Goro overrides the token, and Judy's quest can only be completed through the underground dealer.
- f. The pacifica delimian quest can softlock the game by never-not appearing in a call, even if far away. Sometimes V will talk as if they are in the call with the cab, but aren't, other times, the Pacifica Delemain model will stay on your screen until another call comes in.
- g. Rouge & her partners' animations both on bikes, and leaving the elevators in "Never Fade Away " are glitchy as hell.
- h. Make many of the game's systems known to the player, such as Gang Traits, Loot Rarity Rates, Location-Based Difficulty Scaling, Hidden Gems and more.
- i. Attempting to scrap grenades or mods almost never takes.
- j. If you fail a fight with Rino, then start "for my son," and the player is identified, Rino cannot be killed.
- k. In the gig "Hippocratic Oath," it is possible for the game to think you both killed, and saved the patient, if you tell Lucy "no," and immediately hit the patient with synth blood, giving all dialogue options, and locking up the quest.



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1. Also, if you save the Malstrumer, get Lucy to the car, then return to the operating room, the patient is gone.



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- i. Following a phone call from Saul, his model will not despawn in some cases, overlapping on any other model in the call.



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2. Immersion Breakers

- a. Player Movement/Animation

- i. When sprinting long distances, the player character can get stuck in a perpetual state of falling, causing the feet to hold in place, and the arms to swing wildly in view.
- ii. The player shadow is poorly animated, resulting in unnatural, robotic movements with any player action.
 - 1. In some cases, major parts of the player model will not render in shadow, such as the torso or legs.
 - 2. Any head accessories, including hair, are not rendered on the shadow model.
 - a. *Add hair to player shadows:*
<https://www.nexusmods.com/cyberpunk2077/mods/2580>
- iii. Reload animations, if interrupted by another FPP animation, will attempt to replay, without the player's hands, slowly.
- iv. Certain headgear will remove visible hairstyles.

b. World-Streaming & Level of Detail Systems

- i. When culling physics props, large groups of items can react sporadically to being removed and placed in rapid succession, making loud clangs and launching items all over the map.
 - 1. The largest culprit of this issue is the physics-enabled trash bags seen all over the map. A mod that removes these bags altogether from the game would be welcome.
- ii. Distant 2D Cars Never Spawn 3D Cars the closer you get.
 - 1. *Remove 2D Cars:*
<https://www.nexusmods.com/cyberpunk2077/mods/1282>
- iii. The game is incapable of smoothly transitioning between LOD models of world geometry and detail props. Instead the lower detail model will be unloaded before the next is loaded in, resulting in a noticeable absence

of geometry. In the worst cases, entire skyscrapers will flash in and out of existence in front of the player.

1. If the player remains still when a model is in a transitional state, it will remain missing until the player moves closer.
 2. *This is impossible to completely fix due to how the system is written, however, boosting the LODs for all systems can help:*
 - a. <https://www.google.com/url?q=https://www.nexusmods.com/cyberpunk2077/mods/238&sa=D&source=editors&ust=1626556780609000&usq=A0vVaw1Miy0D00U0pmZZ7dKMLLJr>
- iv. Any screens default to a few displayed images when rendered in a lower LOD, regardless of the context. This can result in things as simple as advertisements and billboards changing their promotion the closer the player gets, to as confusing as street signs appearing to showcase tiny ads from far away.
- v. NPC eyes are not rendered from a very short distance away from the player.
1. *The Eyes LOD Fix*
<https://www.nexusmods.com/cyberpunk2077/mods/2865?tab=description>
- vi. The minimap is connected to the loaded geo data, instead of an instanced representation of the worldspace. This results in an unreliable, flashing map that only allows for a very small FOV of the worldspace. If the player is moving too fast in the world, such as in a vehicle, roads and buildings can disappear from the map entirely, for long periods of time.
1. *Tweaks to the MiniMap*
 - a. <https://www.nexusmods.com/cyberpunk2077/mods/634?tab=description>
 - i. *Requires Cyberpunk Tools (On-Page)*
 - b. *Optional - Massive Minimap*

i. <https://www.nexusmods.com/cyberpunk2077/mods/2769>

vii. Obvious world props, such as the poles holding up street signs and traffic lights, can fail to load in very often.



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viii. Massive grey boxes can fill the street. These do not have collisions, and will not disappear following a reload.

ix. RTX reflections can sometimes reflect lower LOD models of NPCs, or have NPC models missing entire body parts.



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- x. Either badlands windmills are random whether they are active or not, but there are FAR too many stuck windmills. At times the player can only see stuck windmills.
- xi. This part of Northside has scuffed road textures.



c. Sound

- i. VO for many NPCs throughout Gigs and Quests can have quality, volume, and compression change between lines often. This can happen so

dramatically that it sometimes sounds like different actors voicing a single conversation.

1. One of the worst examples is at the end of “Big in Japan,” when the quest giver rewards the player with a sword upon completion. The line “take this sword as compensation,” is obviously temp dialogue from a different actor, with significantly reduced audio quality. This type of switching audio happens frequently.
- ii. Expected world sounds, such as looting items, footsteps, car doors, etc, will fail to play constantly.
 1. Cutscene sounds, especially those connected to NPC driven vehicles, are either broken, or missing entirely.
- iii. Sound mixing between music, sfx and speech is awful. Something is always being drowned out by another source.
 1. The car radio is way too quiet.
- iv. Almost all environmental radios are tuned to the Voxel station.

d. Vehicle AI

- i. Due to the resource-saving measure of putting most pedestrian vehicles on a set track, vehicles are forced to follow strict guides throughout the world space. However, if the world space was changed in any way, yet the track wasn't adjusted to reflect this change, these vehicles, cars, in particular, will ram themselves through geometry constantly.
- ii. If a player parks their car in the street, traffic will be backed-up as far back as the LOD will allow, as the AI does not hold the ability to drive around the car.
 1. Quest specific vehicles, such as Delemaine Cabs & cars carrying quest NPCs can move out of the way of parked cars, and quite well.

- iii. The same few vehicles will be seen in unbelievable repetition, creating busy city-streets filled with the same two or three cars.



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- iv. NPCs that drive V will move at a static speed through the entire ride.
- v. Every NPC vehicle has the same horn.
- vi. During the races, cars are constantly crashing into each other when the player is driving ahead.
- vii. When approaching the Militech convoy from the turret view in “a little help from my friends,” two massive carrier militech carrier vehicles can be seen crashing into each other, with at least one, consistently bouncing into the air.

e. NPCs

- i. NPC AI, being the rules that direct the citizens of Night City, is non-existent.
 - 1. NPCs will walk in circles, stand still doing nothing, and bump into each-other in unnatural ways.
 - a. NPCs do not need fully realized lives, like that originally advertised, however the behavior a passing player sees needs to be human.

- ii. As with traffic, duplicate NPCs are everywhere, especially on higher crowd-sizes. Sometimes almost a dozen of a single model can be seen on a street.



- iii. Also like with traffic, NPCs will run into, and teleport around, traffic barriers if in their way.
- iv. All beggars and street preachers seen on the street need to accept donations from the player.

1. In most cases, beggars holding signs will yell at the player if attempting to talk with them.
 2. In general, NPCs need to be able to perform the action it appears they are set up in the world to do. I.e. Vendors.
- v. If an NPC isn't going to say something unique, they should not prompt the "TALK" option. They add nothing of value to the world space, and can easily get in the way of looting areas.
 - vi. NPCs should be able to leave a cowering state, and return to idle.
 1. NPCs should also react to gunfire and violence from other NPCs, not just the player or quest-specific NPCs.
 - vii. Two guitar players will play overtop each other in the 2nd Aldacaldos camp.
 - viii. Held items disappear, move off the NPC body, or fly, in the middle of animation.
 1. NPCs smoke constantly, but put out cigarettes in the same animation, each time. The cigarette can also be seen floating back up into the NPC model in certain cases.
 - ix. When bartenders clean their glasses, those glasses are always filled with the liquid model.
 - x. Companion AI always shouts the same four or five lines against enemy AI, regardless of player, or companion danger level.
 - xi. Sasquatch's Hammer is marked as Common, and spawns vertically.
 - xii. During the Stadium Love shooting event, NPCs cower all over the place.

f. Gameplay

- i. Many perks, especially capstone (the final "ultimate" perks) either do nothing upon acquisition, or are always active regardless of upgrade.

1. <https://www.nexusmods.com/cyberpunk2077/mods/2433>

- ii. If the HUD reports loot, the player needs to be able to take it, regardless of context. Bugged loot is everywhere.
 - 1. A lot of loot is floating, sometimes very high up.
 - 2. There is a junk item the size of entire tables, being a rug. It almost always clips into other objects and geo due to its size.



- a.
- b. <https://www.nexusmods.com/cyberpunk2077/mods/1886?tab=description>

- iii. When scanning for loot, the game sometimes reports loot multiple KMs away, and keeps that icon on screen until the loot is collected, or a save is loaded.
- iv. If there is a conversation option that has V being overly emotional in any regard, please make that decision known beforehand, and please always allow either direction to be allowed.
 - 1. For example, in Space Oddity, V is incredibly forceful towards a group of squatters that stumbled on the briefcase, however there isn't a presented optional option to allow V to talk with these people in a non-confrontational sense.
- v. When acquiring a temporary HMG from an enemy who was killed in the middle of firing said weapon, the weapon will never stop playing the sound effect for firing when the player holds it.

- vi. Multiple gigs can start at once, with a Fixer calling V about a job, but the HUD starts a different job simultaneously.
- vii. When a Fixer calls to thank V following a completed gig, they will sometimes report information that is impossible, such as NPCs thanking V through the Fixer, even if the NPC is in front of V.
- viii. If the HUD reports "GRAB" on an NPC, and the player pushes the button to grab the NPC, the player needs to grab that NPC, regardless of context.
- ix. The Police System makes zero sense.
 - 1. Why do Cops agro if you are near them regardless of circumstance?
 - 2. What is the purpose of police vehicles if they are never used?
 - 3. Why introduce Maxtac if they play no part in the open-world?
 - 4. Where is the Trauma-Team? I'd assume that SOME of these NPCs have Trauma-Team platinum.
 - a. <https://www.nexusmods.com/cyberpunk2077/mods/1672?tab=description>
- x. Once the player equips mantis blades, all force-open animations are played without sound.

g. The Game-World

- i. Thousands of Empty EMail listings on computers can be found in the world.



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- ii. In "Fool on the Hill," the player is given dialogue options when Tarot graffiti is found, however neither Johnny or V speaks.
- iii. The large bridge connecting Japan-Town and Kabuki is always empty, regardless of in-game settings.
- iv. Elevators clip into other geometry all the time.
- v. Transparent Cloth/Tarps spawn opaque, and bright, or completely corrupted.
- vi. The Sound of a Protest, Without a Protest



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- vii. Water physics and animation will pause when in a phone call.
- viii. Raindrops are HUGE. Why?
 1. <https://www.nexusmods.com/cyberpunk2077/mods/2001>
- ix. Do not allow the player to have a reported crime if an innocent NPC is injured in the line of fire during an Open-World event.
- x. All Glow-Sticks (a junk item), and many junk items, or animated props, are placed in the world vertically, which is impossible.



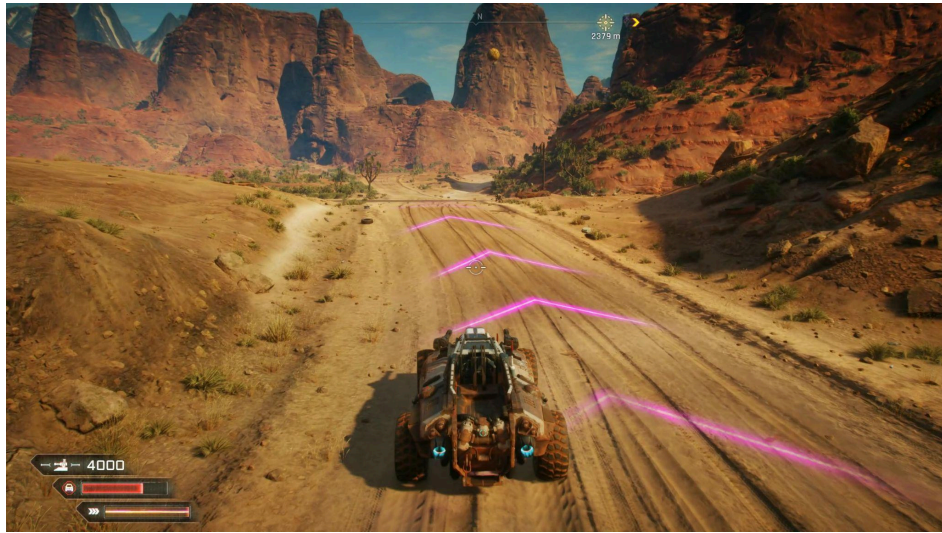
1.

3. Quality of Lifers

a. UI

- i. Give the player the option to have a wider FOV than 100.
 1. *Can be increased by accessing the options.json file located in SteamLibrary\steamapps\common\Cyberpunk 2077\r6\config\settings\platform\pc, and finding "fieldofview," and increasing the cap to 200.*
- ii. Please let players create custom radio stations that can be heard both, in cars, and throughout the game world radios.

1. Allow these custom radio stations to be heard anywhere in the world.
- iii. The GPS is inconsistent, gives directions based solely on distance, and keeps the player's eyes away from the road, and really great world-space.
 1. *RAGE 2 displays the directions on the road itself, a feature that could easily be explained through augmented eyes.*



a.

- iv. Allow players to adjust the FPP FOV for vehicles.
 1. <https://www.nexusmods.com/cyberpunk2077/mods/2202>
- v. List the levels of NPCs, make it more apparent which NPCs are out of the players range.
- vi. Allow players to sell many items at once, instead of one item at a time, especially consumables, which have little value in the released game.
- vii. When reading a shard, pause the notifications of other newly acquired shards.
- viii. Similar to the acquisition of junk, allow all in-game events, such as shards, job status, texts, ect, to be reported in a moving list, and not one at a time.

1. There are times where collected shards will not be reported back to the player until 30-seconds or more later due to other notifications.
- ix. Allow the sorting of jobs, shards, messages, etc based on many factors, such as time, name, read, etc.
 1. <https://www.nexusmods.com/cyberpunk2077/mods/2729?tab=description>
- x. If I have a tab of items closed, such as messages, shards, jobs, etc, please keep it closed when I return to the menu later.
- xi. Allow for user UI customization.
 1. Allow users to turn off anything on the UI individually, including types of floating markers.
 2. Allow users to customize the layout, size and color of each UI element.
 - a. <https://www.nexusmods.com/cyberpunk2077/mods/509>
 - b. <https://www.nexusmods.com/cyberpunk2077/mods/1973?tab=description>
- xii. Allow the user to search for a location on the map by typing that location's name.
- xiii. A perk, cyber ware or ability that marks nearby hidden gems in a radius around the player.
- xiv. Let me fast forward through phone calls
 1. Let me double jump when talking on the phone.
 - a. <https://www.nexusmods.com/cyberpunk2077/mods/1512>
- b. World
 - i. Better Weather
 1. This is not a request to create NEW weather situations, but instead, a request to cycle the existing weather situations more frequently, and in more believable situations.

- a. It should be cloudy when it's raining 95% of the time.
- b. Use those dust storms more often.

- i. <https://www.nexusmods.com/cyberpunk2077/mods/2195>

- ii. <https://www.nexusmods.com/cyberpunk2077/mods/2192>

c. Gameplay

- i. Give players a flashlight, bound to a key.

- 1. <https://www.nexusmods.com/cyberpunk2077/mods/2913>

- ii. Have player dodging make a sound, similar to NPC dodging.

- 1. Allow dodging to be assigned to a single key, and not a double tap.

- 2. Remove double-tap dodging.

- iii. Please keep double-jumps in mind with world geo. Many unintended world-spaces can be explored using double jump alone, such as Crunch Plaza.

- iv. When completing an "assault in progress," have the NPCs that are rescued talk with the player at times, and possibly even give them a reward from time to time.

- v. Allow users to explore the worldspace without a tracked quest.

- 1. <https://www.nexusmods.com/cyberpunk2077/mods/1902>

- vi. Buffing Cold Blood, Stealth, Engineering, and Breach Perks.

- 1. Nerfing Annihilation/Pistol Perks

- a. <https://www.nexusmods.com/cyberpunk2077/mods/2612?tab=description>

- vii. Around the middle of act 2, the game becomes trivial in firefights, even on Very Hard, if the player invested in upgrading their gear. I understand

the want to power-up your character overtime, but the game is far too easy, far too quick.

1. See my "rebalance" section in the Mod-List doc;

a. https://docs.google.com/document/d/1LSlbfonhIGqt0tCq905ieuzTw_HHVVOs8gEJ1Q4T6mk/edit?usp=sharing

viii. There are so many consumable items, but only three effects. Expand the usage of consumables, or remove them from the game.

d. Vehicles

i. Each vehicle is made up of component parts, each part is seen in a "set." Let players use those sets to customize the cars they own.

ii. Let players use basic functions of their cars, such as opening and closing windows, and turning on windshield wipers when it rains.

iii. Rewrite the car handling and suspension systems, as the current iteration makes driving very touchy, and uncomfortable on the controller.

1. <https://www.nexusmods.com/cyberpunk2077/mods/348>

iv. Calling a vehicle relies on the quite bad NPC AI, which can result in cars taking longer to get to the player, then running to the destination would have taken.

1. <https://www.nexusmods.com/cyberpunk2077/mods/754>

v. The ability to steal vehicles, and permanently store them somewhere, or even add them to your list of callables.

e. Player

i. If an NPC has a physical feature, article of clothing, hairstyle, tattoo, accessory, etc; the player should be able to have it on their body as well.

ii. Allow me to change my appearance after character creation.

1. Please have lighting more representative of the world-space in the creation process.

- a. *Better Character Creator Lighting:*
<https://www.nexusmods.com/cyberpunk2077/mods/1085>
 - b. *Player Model/Save File Editor:*
<https://www.nexusmods.com/cyberpunk2077/mods/718>
- iii. Allow the player to store Johnny's items in their stash.
- iv. Wear one thing, use another, allow for fashion choices as well as mechanical choices.
 - 1. *Hide Anything:*
<https://www.nexusmods.com/cyberpunk2077/mods/2206?tab=description>
 - 2. *Wear Anything:*
<https://www.nexusmods.com/cyberpunk2077/mods/1835>
- v. The naming and basic customization of weapons, armor, clothing, and vehicles.
- vi. Allow players to receive calls while driving.
- vii. Cyberware, Perk or Armor Mod that allows the player to automatically use their healing items when below a health threshold.
 - 1. <https://www.nexusmods.com/cyberpunk2077/mods/2148>
- viii. Let me listen to the radio while walking around, call it "augmented ears."
 - 1. It's known that the Jazz station was the last to be put into the game, however the song selection is incredibly small, please add more jazz tracks.
 - a. Also, please add a Classical Station, and a City-Pop Station.

4. Wishful Thinking

- a. Some sort of one-person vehicular combat.
- b. Why is all the tech in the 2013 & 2020 flashbacks the exact same as what is seen in 2077? Security Cameras, Elevators, Call Boxes?

- c. Survival
 - i. Eating, Drinking & Sleeping
- d. Allow Enemy Netrunners to use the same attacks as the player.
 - i. <https://www.nexusmods.com/cyberpunk2077/mods/2468>
- e. Procedural/Many More Races
- f. More Shooting Contests & Working Ranges
- g. Visible character differences when augmentations are installed.
- h. Vehicle destruction and fixing, a la GTA V.
- i. The ability to construct cars from scrap parts found in the world.
- j. The completion of the unfinished heavy weapon modding and customization features seen in posters in armories around Night City.
- k. Lizzy Wizzy Esche Chrome Skin for the player.
- l. Companions. The Code is already there for quests.
- m. Player usable metro.
- n. The player can open trunks of cars and vans, why is there never anything in there in the open world?
- o. Repeatable Romances w/Long-Term Partners for Status Effects.
- p. New Game+ on a new Life Path.
- q. Flying Cars, Expansion on the Roof-Tops of Night City.