

Update 13 PTE #1 Changelog

Update 13 marks a big step forward in regards to both new features and improvements to older systems with the freshly refactored animation system. With this new animation system, TPP animations should see a notable improvement to performance when in confined areas with large quantities of players and bring updated, smoother and more fluid character animations to the visual front.

Due to the size of work involved in refactoring the animation system, some animation bugs may be present throughout PTEs which we kindly request to be submitted via the [PTE Bug Report Form](#).

In later PTEs we will also be using the time to test the implementation of a new VIVOX VOIP backend.

Vehicles

- Added Soviet T-70 Light Tank
- Added Jeeps to all factions
 - GER: Kubelwagen
 - US: Willys Jeep
 - SOV: GAZ-67

Weapons

- Added Flamethrowers
 - GER: Support lvl.10
 - US: Support lvl.10
- Added Molotovs
 - SOV: Assault lvl.6
 - SOV: Assault lvl.9
 - SOV: Support lvl.6
- DP-27 buff
 - Reduced recoil while brace firing from 0.75 to 0.2
 - Increased damage from 65 at 75 meters to 100 at 150 meters

Loadouts

- Added Lend-Lease Bazooka loadout for Soviet Anti-Tank lvl.8

Maps

- Added Kharkov
 - Kharkov Warfare
 - Kharkov Offensive GER
 - Kharkov Offensive SOV
- Added fire damage logic to preplaced fire assets across all maps

Gameplay/Features

- Added persistent dismantle progression (saves progress for 5 seconds of inactivity)
- Added shared dismantle progression (dismantles faster the more people there are assisting)
- Improved Satchel placement logic
- Improved Satchel damage consistency
- Vehicle engines now drown when being submerged in water
- Added new achievements
 - Frozen Fields
 - You... Shall Not... Spawn!
 - Who's Garry?
 - Fast Track Delivery
 - Track and Trace
 - One Hit Wonder!
 - Firestarter
 - Medium-Rare
 - Extra Crispy Please
 - Fight Fire with Fire
 - This Is a Flammenwerfer, It Werfs Flammen
 - Hans! Get Ze Flammenwerfer!
 - Disco Inferno!
 - Molotov Party!
 - Za Zdorovie!
 - Jeep Let Loose
 - Jeepers!
 - Drop it Like Its Hot!
 - Dear Devs...
 - Liar, Liar, Pants of Fire!
 - Like a Moth to a Flame...
 - Get that Windshield Up!
 - Rollin' In The Jeep

Cosmetics

- Skull Bucket DLC
 - GER: Paratrooper Fallschirmjäger M38
 - GER: Double Decal Police M35
 - US: 101st Airborne 506th PIR Paratrooper M1
 - US: 29th Infantry Division M1
 - SOV: 1941 Model Blockaded Leningrad Helmet
 - SOV: M36 Budenovka Winter Cap
- Winter Warfare DLC
 - GER: Winter Covered Fallschirmjäger M38

- US: Winter Covered M1
- SOV: Winter Covered SSh-40
- SOV: Winter Toques
- Base Winter Uniforms
 - US: M1943 Winter Uniform
 - SOV: Ameba Winter Uniform
 - GER: Heer Schneetarnjacke Winter Smok
- Base Winter Helmets
 - GER: White Painted M42
 - US: White Painted M1
 - SOV: Winter Painted SSh-36
 - SOV: Winter Painted SSh-40
 - SOV: White Ushanka
 - SOV: White Tied Ushanka

HUD/UI

- Added the ability to set cosmetic presets in the Barracks and Loadout screens
- Added additional non-verbal comms
 - Precision Strike
 - Request Ammo

Optimization

- Refactored the animation system to use fewer bones per character mesh
- Particle and decal FX optimization
- Improved LoDs for vehicles

Effects

- Added variation to the Bombing Run explosion FX

Sounds

- OPs/Garrisons/Half-tracks radio effect now fades to static noise when overrun by the enemy
- Added UI SFX for deploy countdown in the final 3 seconds

Animation

- Refactored a new animation system. This should result in increased performance and smoother animations in TPP

Server Administration

- Map rotations now allow for duplicate entries of the same map
- Added ability for admins to direct message players via RCON
- Added RCON command to display game state information (team sizes, score, remaining time, current map, next map)
- Steam64ID is now displayed in the Connect/Disconnect log

Bug Fixes

- Speculative fix for the long standing 'Loadout Bug'
- Speculative fix for the long standing 'Grenade Bug'
- Improved 'Shots Hit' statistic to not count structures/vehicles shot with firearms
- [Fixed] Drivers can no longer turn off the engine to 'stealth roll' long distances in vehicles
- [Fixed] Incorrect plane used to drop Ammo Drop for RUS/GER
- [Fixed] The deploy button disappears when the player resigns the Commander role then creates/joins another unit without changing the role
- [Fixed] The Russian Commander Fuel abilities list order isn't consistent and changes
- [Fixed] Satchel Charges won't destroy barbed wire at certain distances
- [Fixed] German Fuel Nodes are unable to be destroyed with Satchel Charges
- [Fixed] Gunshot SFX can still be heard after the player that is shooting with certain weapons dies
- [Fixed] The "Back" button in the Barracks menu does not work correctly immediately after a new favorite role is selected
- [Fixed] 'Resign as commander' button doesn't disappear after rejoining previously created armor/recon unit
- [Fixed] Panther (German Heavy) has a shorter cooldown after spawning it compared to the Tiger
- [Fixed] Machine gun cannot be mounted in specific type of buildings across all the maps
- [Fixed] Receiving an invite/request while on the deploy screen will block a player from leaving the loadout menu once accessed.
- [Fixed] [FPP] The German Small Ammunition box, Medical Supplies box and Explosive Ammo box have identical models when held in hand
- [Fixed] "This sector is locked" hint triggers improperly in deployment screen
- [Fixed] Some achievements contain spelling errors
- [Fixed] "Rain Hell" achievement does not unlock when killing 10 players with one projectile of the Katyusha strike
- [Fixed] Attempting to join a server through a direct link does not launch the game or connect the player to a server if the game is running
- [Fixed] Joining servers through the Steam Servers option with the game closed will leave the player on the Front-End
- [Fixed] The player is unable to join a server through another player or by an invite when using the Steam Overlay
- [Fixed] Muzzle flash FX is missing from DP-27 Machine Gun
- [Fixed] US Medium Tank M4A3 has no SFX when colliding with objects

- [Fixed] At very specific angles Trucks would sometimes not receive damage
- [Fixed] Floating fireball is visible after vehicle engines are damaged and repaired
- [Fixed] Tanks moving in reverse will automatically change to Gear 1 when the tracks are destroyed
- [Fixed] Player doesn't get AFK kick after he already received one if the idle time is changed via RCon
- [Fixed] Satchel damage against Belgian gates is inconsistent
- [Fixed] Walking into supply truck crates causes the dropping sound effect to be played
- [Fixed] AP and HE shells are unable to suppress enemy players.
- [Fixed] Supply box achievements count boxes placed instead of total supplies provided
- [Fixed] Destroying the Panther rewards the player with the wrong combat score
- [Fixed] Hull and coaxial machine guns do not reload after exiting and entering during reloading
- [Fixed] Opening the game in windowed mode with certain resolutions will cause the top bar to appear off screen.
- [Fixed] Closing scoreboard while opening personal stats page will cause scoreboard to not appear
- [Fixed] Choosing the Bill Head on a US role equips the player with the Hans Head from the German side

Carentan

- [Fixed] Some crater assets allowed players to see under the terrain

Purple Heart Lane

- [Fixed] Player can spawn into closed house in C8.
- [Fixed] Invisible wall collision is present on a section of stone wall along the main road

Remagen

- [Fixed] Rubble can be seen through when prone.
- [Fixed] There is a kill volume in sector E10 that makes vehicles disappear
- [Fixed] Misaligned Train
- [Fixed] Multiple visual issues around a trench
- [Fixed] There is a large misaligned dirt pile near a German Bunker
- [Fixed] Mud embankment along road is misaligned in multiple places

Kursk

- [Fixed] Light can be seen shining through the ground
- [Fixed] Floating grass is present in certain areas
- [Fixed] Misaligned terrain texture present in sector C9
- [Fixed] A pair of wooden gates are not connected to any fence

- [Fixed] The artillery shells are misaligned with the terrain
- [Fixed] Two metal barrels in certain location are clipping through a wooden fence

Stalingrad

- [Fixed] Players can clip into a specific metal roof and hide from enemies
- [Fixed] One of the buildings in the vicinity of the Nail Factory lacks collision below the staircase on the ground floor

Utah

- Repair stations spawn in American HQs on US-Offensive
- [Fixed] Some hedge instances being able to block bullets

Known Key Issues

- Character model clipping in Jeeps
- Character sits too high in the US Jeep's driver seat
- TPP Animation issues when switching between Flamethrowers and Pistols
- FPP Flamethrowers becoming offset on FOVs higher than 90
- Cosmetics clipping with the new Soviet Toques
- The M1943 Winter Uniform on Rifleman and Automatic Rifleman show incorrect texture on the character's hands
- Some menu animations exhibit bugs
- Molotovs do not sit firmly in the player's hands