

cs:go updates

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Well these 2 updates slipped passed me but server is now fully up to date. Read more to see all the updates and changes valve have made to the game - oldest update 15/08 is below the latest 21/8 update news

Release Notes for 8/21/2013

[GAMEPLAY]

- SSG08:

- Reduced price from 2500 to 2000.
- Reduced standing and crouching accuracy recovery times.
- Reduced Molotov price from 500 to 400.
- Reduced Incendiary Grenade price from 850 to 600.
- Reduced Glock damage from 33 to 28.
- Fixed bug that NiP discovered where the aimpunch experienced when compensating for recoil was incorrect.
- Third person silenced muzzleflash light brightness is no longer a portion of unsilenced brightness, instead it is now completely removed.
- Chickens are no longer scared when moving silently near them or shooting near them with silenced weapons.
- Fixed a bug where removing/adding a silencer would also drop a magazine on the ground.

[MAPS]

- Fixed map placed weapons not working properly.

Aztec:

- New connector between A and B bombsites.
- More cover in underpass.
- More cover in overpass.
- More cover at bombsite A.
- Changed cover at CT side of bridge.
- Removed railings on bridge.
- Added player collision inside large vegetation models.
- Removed collision on some props.
- Clipped stairs.
- Reduced fog.
- Reduced noise in textures.

Train:

- Tweaked shower room.
- Moved ladders to ends of traincars.
- Made T entrance into bombsite A wider.
- Reduced size of CT sniper position.

- Removed some cover from CT sniper position.
- Blocked visibility under electrical box at bombsite A.
- Blocked visibility through yellow barrels at bombsite A.
- Brightened textures near bombsite A.
- Removed some wires at bombsite A.
- Blocked visibility under traincars.
- Rearranged trains at bombsite B.
- Widened back of bombsite B, T side.
- Replaced cover at back of bombsite B, T side.
- Clipped stairs.
- Optimizations.
- Fixed radar naming.
- Blocked visibility through concrete bags near Ivy.
- Brightened door near Ivy.
- Removed railing at top of ladder.
- Brightened environment light.
- Reduced fog.

Inferno:

- Fixed missing collision in an area in mid.
- Made railing at back of bombsite A easier to see through.
- Widened doors in construction.
- Reduced wall penetration in construction.
- Removed wall supports in apartments hallway.
- Increased C4 explosion radius to make it consistent with other maps.

Nuke:

- Fixed a bug in ramp room.
- Widened door in rafters.
- Fixed some radar naming bugs.
- Increased C4 explosion radius to make it consistent with other maps.

Mirage:

- Added more light to CT window into bombsite B.
- Fixed some graphical bugs.
- Removed small trashbags that could be mistaken for players.

Dust2:

- Made it easier to spot enemies at back of long A, CT side.
- Removed center scaffolding in tunnels.

[UI]

- Added warning message for when there is a new update available.
- Fixed Main Menu for 21x9 monitors.
- Weapon Case Unlock Animation:
 - Fixed animation stopping on an item when the connection to the item server is actually

unresponsive.

- Fixed animation not closing if error dialog occurs.
- Fixed animation restarting if space bar was pressed.
- In-game previews of StatTrak™ weapons and unusual knives now correctly display those attributes in the name.
- Weapon target ID text now colors the weapon the color of its rarity.
- Fixed StatTrak HUD element for knives hiding.
- Fixed Tooltip backgrounds disappearing when browsing Workshop maps.
- Fixed Matchmaking 'ACCEPT' button not reappearing after you accept a match and not everyone accepts.
- Fixed spectator player panels were showing up when they shouldn't be (wrong team, wrong mode, etc).
- Fixed the spectator panel not using the new knife icons properly.
- Moved the "flashed" icon from the center of the screen, made it more subtle and added fringe fades for when your target is flashed when connected via GOTV.
- Fixed Rescue Kit displaying as Defuse Kit in hostage maps.
- Fixed pause menu missing entries.
- Fixed item drops displaying for 'Unknown' players.
- Fixed formatting of AWP kill award text in Classic Competitive.
- Teammate's names now always show overhead during freeze time.
- Additional work on inventory, addressing edge cases where HUD positions would not update properly after a weapon had been added or removed.

[MISC]

- Added "Five Year Veteran Coin" awarded to players who were a member of the Counter-Strike community for over 5 years.
- Fixed Overwatch not displaying new cases after viewing one case.
- Fixed extended delay in the end of Classic Competitive games that had GOTV spectators.
- While watching matches in GOTV, the Autodirector is paused, not deactivated, if the spectator follows a specific player.
- Added weapon_m4a1_silencer and weapon_usp_silencer FGD entries for map makers.
- Fixed several exploits affecting dedicated servers.
- Added a server convar sv_quota_stringcmdspersecond to allow rate-limiting client string commands.
- Reduced memory usage on dedicated server.
- Fixed weapon switch and knife swing animations being choppy at low ping.
- Stability fixes in shaders
- Identified a memory allocation bug involving nVidia Geforce Drivers version 320.49 or earlier. We suggest that you update to the latest beta driver version 326.80.

Release notes for 14/8/2013

[UI]

- Upgraded Scaleform version to 4.2.
- Improved memory management of Scaleform UI elements.
- Added Inventory to Main Menu and the In-Game Pause Menu.
- Added Loadout to Main Menu and the In-Game Pause Menu.
- Added blog.counter-strike.net blog to the main menu
- Added drop shadows to some UI element text for improved readability.
- Improved some HUD layouts to avoid overlap.
- Game no longer truncates player names in most HUD UI elements. Fonts will now scale down to fit the full string.
- When a player picks up a weapon, the original owner of that weapon will now be indicated.
- Fixed certain buttons missing clicks

[GAMEPLAY]

- Added Silenced M4A1.
- Added Silenced USP.
- New weapons can be equipped through the Inventory UI.
- When a player reloads their weapon, they now drop a magazine that persists in the world.
- Machine gun belts now visually match the ammo count in the viewmodel when firing and reloading.
- Added holdable action key +lookatweapon that allows players to visually inspect their first person weapon while in-game. This has been bound to the F key by default (if that key was previously unbound).
- Players now automatically crouch while planting bombs.

[MATCHMAKING]

- Adding matchmaking servers in Brazil.

<http://www.builder-clan.org.uk/modules.php?name=News&file=article&sid=7>