

## cs:go update 20/2/2014

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Latest cs:go server update on server - for list of fixes/tweaks read more [Release Notes for 2/20/2014](#)

### [ OPERATION PHOENIX ]

- Started Operation Phoenix
- Operation Phoenix Passes are available for purchase. They provide access to:
  - Eight maps, chosen by the community, available on official CS:GO matchmaking for all game modes.
  - An upgradable Operation Coin, that tracks all competitive matchmaking statistics for the duration of the event.
  - Exclusive access to the new Operation Phoenix Case, with 13 Community-Created Weapon Finishes.

### [MISC] - Teammate Colors:

- Added convar `cl_color` to allow players to set their preferred teammate color index.
- Renamed teammate colors convar to `cl_teammate_colors_show` and added option to display Color Letters over teammate colors in competitive ("`cl_teammate_colors_show 2`").
- Teammate preferred color can now be chosen when in a lobby and displays above player avatars.
- Damage can no longer be done to teammates during a freeze period in any mode.
- Fixed `cs_baggage` skybox texture.
- Fixed `cl_draw_only_deathnotices 1` and `cl_teamid_overhead 0` not hiding the overhead player arrows.
- Fixed player flair icons getting cropped on avatars in the lobby.

### [Aug and SG556]

- Scope dot no longer fades too quickly during online play.
- Scope dot is slightly more visible against bright backgrounds.
- Scope dot is now tinted using the player's crosshair color settings.

### [MAPS]

- Overpass
  - Smoothed out movement on truck in Bombsite A
  - Simplified cover in bombsite B
  - Removed some trees in upper park
  - Smoothed out ground in canal
  - Removed small walls near playground entrance
  - Tweaked cover in playground
  - Small fence at birthday area no longer block bullets/grenades
  - Simplified corridor to CT sniper position
  - Improved player visibility
    - Improved performance
- Nuke

- Made wallbanging through large metal doors consistent
- Added back pretty lighting in bombsite B
- Made it possible to throw grenades through skylights in warehouse
- Fixed some graphical bugs

### [NETWORK]

- Added support for threaded socket processing on clients and servers.
- Significantly reduced the size of client connect packet to be below MTU.
- Optimized split packet processing sequence.
- Client address is no longer transmitted in official game events or saved in official GOTV demos.
- Client P2P NAT requests are now always rejected when connected to a game server.

<http://www.builder-clan.org.uk/modules.php?name=News&file=article&sid=9>