

IRONFALL Invasion - release notes

Update 1.3

Campaign, Multiplayer & Multiplayer Survivor

- Crouching mode (Down button by default)
- Footsteps sound are quieter when the player is crouching or in cover.
- Grenade trajectory is no longer displayed while rolling
- Small optimisations

Multiplayer

- Opponents' footsteps sound are quieter when crouching or in cover.

Options Menu > Controls

- Added button setup for the mode crouch.
 - The Down button can be used in the Controls menu.
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Update 1.2

Survival

- Better navmesh for enemies in the "Greenhouse" arena

Multiplayer & Multiplayer Survivor

- Wrong collision of opponents bullets on the wall/floor in the "Greenhouse" arena
- D-pad Left/Right to change weapons
- Removed a small invisible collision in arena Laboratory

Multiplayer

- Wrong camera position during the result screen in the "Greenhouse" arena
 - Wrong name for the "Greenhouse" arena in the lobby
 - The duration indicator sometimes started at 0:00
 - XP is no longer used for matchmaking (like on 3DS)
 - Character no longer goes through the floor after dying during a jumpover
 - Wrong aiming animation of opponents with the Grenade Launcher/Shotgun
 - Wrong (visual) bullets collision between two opponents
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Update 1.1

Multiplayer & Multiplayer Survivor

- New Arena "Greenhouse"

Multiplayer

- Heavy ammo box that alternates between 2 positions
- Adjustable match duration from 5:00 to 8:00
- The sound distance from the footstep of opponents increased by 7 m (7.65 yards).

Update 1.02

Solo

- roll is no longer immortal
- missing collisions
- many fixes on roll collisions

Multiplayer

- Improvement on replicated players (the opponents you see):
 - more precise position
 - more precise animation
 - improved interpolation calculations
 - more precise aiming direction (new technique)
 - more precise shooting synchronization

- shadows no longer go through the ceiling
- added text when eliminating a player
- added missing collisions
- many fixes on roll collisions
- after death in cover sitting, animations are correctly reset
- after death in front of a jumper, the icon display is reset
- the kill counter numbers no longer overflow

Update 1.01

Solo

- Missions and collisions Fix

Multiplayer

- Enemies can hear footsteps properly .
- Players are no longer immortal while rolling.
- Ammo is now properly reloaded after a respawn.