Battlefield 2 1.03 Released

Mandrake, Tuesday 04 October 2005 - 19:05:00

Yes the patch have now finally been released after months of waiting. Let's just cut the chase and have the changelog and a download link shall we...

===
Patch v1.03
===

NEW FEATURES

- Wake Island Map

    Included a remade version of this popular BF1942 map.
    Battlefield 2 version includes a 64 player layout and is
    configured for multiplayer only.

- Server Favorites / History

    There is a new tab in the MULTIPLAYER menu that holds a list of
    the last 20 internet servers you have connected to, plus a list
    of servers you have selected as favorites.

    * Added a button to the other multiplayer tabs that adds the
      currently highlighted server to your favorites list.
    * Added buttons in the in-game server info menu (press TAB to
      access) that will add or remove the server you are currently
      playing on to / from your favorites list.

- Account Login Welcome Screen

    After you login to an online account, a message appears that
    contains BF2 news and information which updates periodically.

- Stat Compare

    By clicking the COMPARE button in BFHQ, you can search for another
    players name and load their current stats into BFHQ. Using the
    arrow buttons next to the name in the top-left corner of the menu,

you can toggle between your stats and their stats.

You can also load a player's stats by double-clicking on their
name in any leaderboard.

- Nickname Prefix

You can add a 6-character prefix (such as a clan tag) to your
account nickname which will be displayed in-game next to your
nametag in the score menu, in game messages, and above your player
in the game world.

* This prefix does not change your account name or statistic
information (e.g. the prefix does not appear next to your name
on the leaderboards).
* You can change this prefix at any time at the account login
menu.

- Server Reserved Slots

You can define a list of player nicknames that will act as a
"reservation list" for your server.

* The list is located in mods\bf2\settings\ReservedSlots.con
* You can add player names to the list by editing the file and
  adding the following text for each player :

    reservedSlots.addNick   where is the player's registered account name,
  not including a nickname prefix (see above).
* You can define the number of slots to set aside for reserved
  players in the dedicated server launcher, or with the setting
  sv.numReservedSlots in your serverSettings.con file.
* The number of players on the list and the number of reserved
  slots does not necessarily have to be the same.

- Mod Support

There are several new changes that improve support for mods.

* When connecting to a server that is running a mod that you have
  installed but not activated, it will be automatically activated
  and you will load into the server.

---

    * Added a filter on the server browser for servers running the
      currently activated mod.
    * Fixed dedicated server launcher to properly handle launching mods.
    * Improved support for mods sharing archives with bf2

- Improvements to in-game HUD / Map

    * The viewable area of the spawn menu / commander map is now scaled
      based on the out-of-bounds area so that only the playable area
      takes up the majority of viewable map space.
    * The names of CPs are now displayed on the spawn menu / commander
      map and minimap
    * The minimap zoom level now changes dynamically depending on the
      type of vehicle you are in. If you zoom in or out manually, that
      zoom level is remembered for that vehicle type next time you use
      it.
    * The names of players in your vehicle are displayed in the HUD
      when someone enters the vehicle or switches positions.
    * There is a new element in vehicle HUDs that displays the reload
      time for countermeasures (smoke and flares).
    * Flags for each team are now displayed below their ticket count
      on the minimap to make it easier to tell what team you are assigned to.

GAMEPLAY CHANGES

- Many criteria for ranks and awards have changed. If you are immediately
  eligible for a new promotion, unlock, badge, award, or ribbon, it will
  be awarded the next time you receive points on a ranked server.
- Only 1 player in a vehicle will get credit for or speed up capturing
  a flag at a CP. The other passengers must exit the vehicle to increase
  the speed of capture or receive capture score.
- Commanders no longer accrue a TK when artillery hits
  teammates.
- The commander's supply drop now has an icon on the minimap and a 3D-
  map icon in the world.
- Auto team balance no longer moves players to the other team if they
  are a team commander or a squad leader.
- The wrench repair rate on helicopters has been decreased.
- You now receive 1 support point for destroying an enemy commander's
  artillery, UAV or Radar station.
- If you have received a point for healing, repairing, or resupplying

a teammate, you will not receive another point from them for the same
action for a set period of time.
- Singleplayer enemies use the knife more effectively.
- New engine sounds for the T98 tank.
- New engine sounds for the China/MEC light jeep.
- New cannon sounds on APCs.

BUG FIXES

- Fixed physics of vehicles against soldiers so that soldiers are not
  killed so easily by moving vehicles.
- Fixed a physics issue that can cause you to be stuck when falling into
  shallow water
- Fixed an issue with soldier armor when spawning on a squad leader in a
  vehicle
- Fixed some objects that caused vehicles to take massive collision damage
- Fixed erroneous message stating that you punished a TK when auto-
  punish is OFF on the server.
- When a vehicle explodes due to external forces, the driver is no longer
  mis-credited for the kills.
- Added turret movement sounds to several vehicles.
- Fixed an issue that caused crosshairs to stay on the screen when
  switching camera views.
- Fixed an issue that caused the time limit status of the server not to be
  sent to clients when it is changed by the server.
- Fixed server setting sv.allowExternalViews. Setting this to 0 will
  disallow external views.
- Added setting for interfaceIP to the server launcher
- Changed automatic TK banning to ban by cd-key instead of IP address
- Improved the stability of secondary position turrets to reduce jerkiness
  during movement.
- Fixed spawning on squad leaders to prevent players from spawning where
  they should not.
- Fixed issue with auto team balance not sending new players to the team
  with less players.
- Set T90 top hatch armor to "Front Armor".
- Set some wheels on jets and helpcopters to stronger armor to prevent
  them from being destroyed instantly by AT missiles.
- Adjusted wheeled vehicle engines on hills to improve climbing.
- Changed the Commo-rose behavior so that player does not leave crouch
  when using it.

- Passwords entered to join password protected servers are now cleared

  after use.
- Improved PLAY NOW functionality.
- Fixed some memory usage issues in the front end.
- Fixed an issue allowing color changes in player name text.
- When you click on a server in the server browser, the information

  from that server is updated to be more accurate.
- Fixed a crash in the Ranked Linux server when communication with stats

  back-end ceased.
- Improved the behavior of AA missiles when locked on an enemy.
- Fixed an issue where parachuting soldiers could not be healed.
- Added the server port to the SERVER INFO tab.
- Removed the SERVER INFO tab when playing singleplayer
- Fixed an issue causing some soldier & vehicle control keys to be used

  for in-game menus.
- Added new soldier artwork in BFHQ
- Added name of video director to creditsThe download system on this site is a bit bugged right now so you'll just have to follow one of these links to find the patch.

EA Games FTP

FileFront