
HauntedHouseCrypticGravespatch8download



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As always, patch notes can be found [\[here\]](#)(The new update includes the following fixes and improvements: Monster Mutation – When the player is taking cover behind certain walls or inside a container, the monster will be prone. Changes – The map No Escape has been tweaked. – Adjustments have been made to the character standing with the weapon in the first person and third person views. – Addressed an issue where the camera would fail to focus on the player after exiting a cinematic. – A minor issue where the timer for the level select screen was set to 2 minutes instead of the intended 1 minute was fixed. – A small issue where the camera would focus on the player after exiting a cinematic was fixed. – A bug where the line of sight between the player and a weapon would not render in certain circumstances has been fixed. – A minor issue where the camera would zoom in on a character that is prone at certain points in the game has been fixed. – A bug where the audio would be cut out at certain points during gameplay was fixed. – A bug where the character would be standing on the ground when reloading a weapon in certain circumstances has been fixed. – A bug where the camera would fail to focus when exiting a cinematic has been fixed. – A bug where the game would crash if a character were to run into a wall or destructible object while looking through the third person view has been fixed. – A bug where the compass would not follow the player has been fixed. – A bug where the player was unable to use quickdraw while idle for an extended period of time has been fixed. – A minor issue where the audio for the loader would play during the loading screen has been fixed. – A minor issue where the player was unable to use a weapon while idle for an extended period of time has been fixed. – A minor issue where the camera would zoom in on the player's minimap while idle has been fixed. – A minor issue where a small error in the light level calculation while playing the Thief mission has been fixed. – A small issue where the player would be unable to spawn on the roof of the ATV has been fixed. – A minor issue where the time that was left on a mission timer would be over-reported for a short period of time has been fixed. – A minor issue where the mission select screen would not 82157476af

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