Parche 8 y 8.1

Publicado por CeltíberoClearco - 11 Dic 2013 17:59

forums.totalwar.com/showthread.php/11457...nd-Patches-8-amp-8.1

Here are the patch notes for Total War: ROME II - Patch 8 (as of 17/12/2013):

Gameplay Improvements

Campaign

It is now possible to levy units from satrapies and client states. This works in a similar manner to mercenaries, but these units have normal recruitment and upkeep costs, and come from the locally available unit roster.

Infantry and cavalry units now have different campaign movement extents. Infantry units are slower than before, while cavalry units are faster than before. Armies always move at the speed of the slowest unit. Now cavalry-only armies actually move faster.

Cinematic borders can now be displayed in campaign and battle by pressing [ALT] + [K] keys (by default).

New industrial building chain: Quarry and mine buildings are now available for construction in minor settlements for all factions.

Fixed an issue that prevented the AI from blockading the Brundisium port.

Improved cultural conversion mechanics.

Exempting a province from tax now sets its food consumption to zero (this wasn't previously registering).

In Multiplayer Campaign mode, when a player-owned settlement is attacked by the AI, the player will no longer have the option to sally forth, when the 'fight manual battles' option is disabled.

Improved disembarkation areas in some coastal battle maps.

Special abilities in battle have undergone rebalancing.

Changed victory conditions in grand campaign for all playable factions. The number of regions the player needs to control in order to win the game has been reduced.

Removed a number of misleading treachery types from Diplomacy, so now a faction that breaks a treaty and then signs it again within 10 turns won't get treachery penalties.

Campaign AI is now less likely to declare war on too many factions.

Battle

Added new Barbarian major port battle map.

Enemy reinforcement banners no longer begin battle as visible, thereby initially hiding the units' positions in battles.

Added visualisations to denote the range of targeted abilities in battles, so the player will know which units will be affected.

Fixed a bug which caused the frame rate drop when it rained during battles.

Usability Improvements

Campaign

After researching a technology on the campaign map, the zoom-to-location button on the Research Complete message will now zoom to the correct location.

Faction list in Diplomacy now sorts alphabetically by default.

The Toggle UI shortcut ([K] key by default) now works with Campaign modes.

Treachery warnings now show reliably when you are declaring war and have current treaties with that faction. The warning also shows when the player breaks a treaty and tries to declare war, while the treaty is still in the process of being broken.

Fixed the top and bottom of the Campaign tactical map to prevent it from being clipped at high resolutions.

Added borders to the campaign tactical map so regions at the edges can be seen more centrally and are not blocked by the diplomacy user interface.

Fixed a conflict which meant automatically constructed siege equipment prevented the player from building anything else.

General's skills and army traditions which lower upkeep costs will now update the recruitment panels correctly.

Agent ability Intercept Orders success event-messages will now display which specific armies/settlements are revealed.

Improved trees on the Campaign map.

Battle

Post-battle loading screens for Custom/Multiplayer battles are now interactive, so the player can see kills/losses of armies in battle.

When reinforcing an ally in a campaign battle using multiple armies, the unit cards in battle will now be adapted correctly to the number of unit cards and fit the screen correctly.

It is now clearer in the battle UI when auto-trigger is enabled on ability buttons.

Improved lighting and vegetation in Atlantic climate battles.

Parche 8.1:

Patch 8.1

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Improved AI parameter balancing: increased tactical focus and aggression, especially for major factions in both Grand Campaign and Gaul Campaign.

Improved campaign AI raiding behaviour. AI factions are now more likely to raid during campaigns.

Battle

Siege artillery now uses flaming projectiles appropriately (when attacking walls and towers).

Fixed an issue in siege battle AI which could lead to the general's unit exposing itself to attack when

trying to use its special abilities to support assaulting units on walls.

Fixed a pathfinding issue which could cause units to retreat from siege towers and ladders once they had docked to walls. This was most common with AI units due to the sequence in which it issues unit orders.

Fixed a range of issues with the AI's interaction with walls in siege battles, enabling the AI to conduct a more effective assault using siege towers and ladders.

Improved the tactical co-ordination between different sub-groups of units when assaulting the walls in siege battles. When the AI attempts to enter the settlement via the gates, it is now able to do a better job of first eliminating the threat of boiling oil.

Fixed an issue which caused units to march off in a random direction when reforming on a siege tower.

Improved the behaviour of units when a unit on the ground is ordered to melee-attack a unit on the walls.

Boiling oil no longer causes incendiary damage (so won’t burn battering rams for example).

Improved pathfinding when attacking units on walls with units on the ground or vice versa.

Improved attacking siege AI’s interaction with walls, and its use of battering rams.

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Re: Parche 8 y 8.1
Publicado por CeltíberoHSAT - 11 Dic 2013 20:36

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Pues si esto es todo.....

Me quedo con que podremos ver las bajas de otros ejércitos tras la batalla del multi.

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Re: Parche 8 y 8.1
Publicado por celtiberojuanjo - 11 Dic 2013 22:40

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Jaja menudo avance tecnologico.....



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Re: Parche 8 y 8.1
Publicado por Rhygus - 11 Dic 2013 22:48

Pobrecitos los de CA que deben estar acusando el cansancio de tanto parche....

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Re: Parche 8 y 8.1
Publicado por CeltíberoEmbirrado - 11 Dic 2013 23:06

Desagradecidos! Callaos la boca y comprar el DLC del romano ese que se fue de excursión por las galias. Hombre ya!

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Re: Parche 8 y 8.1
Publicado por CeltiberoCaesarAug - 12 Dic 2013 00:00

Esas no son las mejoras que trae. Se que alguno no se entenderá en lengua barbara, pero los que sabéis... Son las primera pinceladas de lo que trae... la lista será mas amplia.

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Re: Parche 8 y 8.1
Publicado por Llorca - 12 Dic 2013 00:10

CeltíberoEmbirrado escribió:

Desagradecidos! Callaos la boca y comprar el DLC del romano ese que se fue de excursión por las galias. Hombre ya!

jolín, que el troll se lo ha comprado...

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Re: Parche 8 y 8.1
Publicado por CeltíberoJaskier - 17 Dic 2013 17:35

Acaba de salir el parche, 1.1 GB.

Todavía no lo he probado, ya informaremos de lo que veamos.

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Re: Parche 8 y 8.1
Publicado por CeltiberoLoky - 17 Dic 2013 19:37

Yo lo estoy bajando también. Un parche de 1,1 Gb ocupa lo que un juego entero. Esperemos que las mejoras sean grandes a ver si hacen que me enganche un poco que lo tengo abandonado.



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Re: Parche 8 y 8.1
Publicado por CeltiberoCaesarAug - 17 Dic 2013 20:35

Ahora si. Clearco, puedes actualizar tu primer post con lo siquiente

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Siento no traducir... pero ahora no puedo xD

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Re: Parche 8 y 8.1

Publicado por CeltíberoDraco - 17 Dic 2013 22:07

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Traducción de tradukka con retoques:

Aquí están las notas del parche para Total War: Roma II - parche 8 (a partir de 17122013):

Mejoras de jugabilidad

Campaña

Ahora es posible reclutar las unidades de las satrapías/estados clientes. Esto funciona de manera similar a mercenarios, pero estas unidades tienen reclutamiento normal y los costos de mantenimiento y provienen de la lista de unidades disponibles localmente.

Unidades de infantería y caballería ahora tienen diferentes grados de movimiento en la campaña. Unidades de infantería más lentas que antes, mientras que las unidades de caballería son más rápidas.

Ejércitos siempre se mueven a la velocidad de la unidad más lenta. Ahora ya sólo caballería de los ejércitos se mueve rápido.

Fronteras cinematográficas pueden visualizarse ahora en la campaña y batalla pulsando las teclas ALT K (por defecto).

Nuevos edificios industriales: edificios, cantera y mina, están disponibles ahora para construir en los asentamientos menores para todas las facciones.

Arreglado un problema que impedía el AI de bloquear el puerto de Brundisium.

Mejorada mecánica de conversión cultural.

Eximir a una provincia de impuestos ahora establece su consumo de alimentos en cero (esto no estaba previamente registrarse).

En modo de campaña multijugador, cuando un establecimiento propiedad del jugador es atacado por la inteligencia artificial, el jugador ya no tendrá la opción de irse, cuando se desactiva la opción 'manual batallas'.

Áreas desembarco mejorada en algunos mapas de batalla costeras.

Las habilidades especiales en la batalla han sufrido reequilibrio.

Modificadas las condiciones de victoria en gran campaña por todas las facciones jugables. El número de regiones, que el jugador debe controlar para ganar el juego.

Vamos que carros y elefantes siguen igual, no han tocado nada de las batallas online, como diría Caesar, "En fin...."

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Re: Parche 8 y 8.1
Publicado por CeltíberoEmbirrado - 18 Dic 2013 00:27

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Hay que ver lo que me gusta bajarme un parche lleno de contenido que no me dejan usar; que ocupa mas de 1 giga en mi disco duro y que me deja en desventaja online... ¡Gracias CA! ¡Qué grandes que sois!

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Re: Parche 8 y 8.1
Publicado por CeltíberoClearco - 18 Dic 2013 11:53

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Actualizado el primer post. Gracias Caesar.

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Re: Parche 8 y 8.1
Publicado por CeltíberoHSAT - 18 Dic 2013 13:25

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CeltíberoEmbirrado escribió:

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Te quejas de vicio. No te con vale la intefaz marciana de inico, tan romana ella? Desagradecido...

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Re: Parche 8 y 8.1

Publicado por pretoriano - 18 Dic 2013 18:37

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Despues de bajarme el "dichoso" parche de un giga, me ha dejado de funcionar el roma, que bien

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