

Parche 9

Publicado por CeltíberoJaskier - 24 Ene 2014 22:18

Ya está disponible la beta del [parche 9](#) , por el momento aquí os lo dejo en inglés:

Technical and performance improvements:

Performance and memory optimisations in Campaign modes.

Further work to reduce the CPU costs during battles.

Improved framerates when units clash in battles.

Siege battle performance optimisations.

Eliminated several rare crashes found in battle scenarios.

Support for AMD switchable graphics:

Game now correctly detects and reports the discrete GPU on an AMD switchable graphics configuration (primarily laptops with an Intel integrated GPU and a discrete AMD mobility GPU).

This fix ensures that the 'unlimited video memory' graphics option is enabled correctly on AMD switchable configs.

Note that the Catalyst Control Centre Switchable Graphics UI must be used to select between the discrete and integrated GPUs for each application that the player wants to run.

Support for 'Virtu MVP' Desktop Switchable Graphics:

Virtu MVP is a common OEM-installed application for selecting GPUs in a multi-GPU desktop configuration e.g. a desktop with an Intel integrated GPU and a discrete desktop GPU – both typically routed to the same motherboard display output connector.

We now correctly detect and report the correct GPU used in this scenario.

Note that the Virtu MVP Control Panel application must be used to select between the discrete and integrated GPUs for each application that the player wants to run.

New option in the Advanced Graphics Settings menu, for selecting between graphics cards / GPUs when more than 1 is available.

Support for multi-GPUs with multi-monitor configurations:

Game now detects multiple GPUs and allows the player to pick which GPU is used to render the game.

In this configuration multiple GPUs are shown in a combo-box in the Advanced Graphics Options UI.

Improved video-memory detection to prevent the game from sometimes detecting the video memory limit from the wrong/lower graphics card in a multi-GPU configuration.

Battle AI and behavioural improvements:

Improved pathfinding of siege vehicles near walls.

Improved multiple siege ladder functionality parameters.

Improved siege vehicle docking placement.

Units now consistently disembark from ships with raised bows.

Improved AI infantry awareness of cavalry, making infantry brace when threatened by a charge.

AI controlled units are now more likely to use flaming arrows against elephants where available.

Improved logic of multiple battle maps, to allow the AI to interact with these maps better and cause fewer behavioural issues.

Improved AI General's use of special abilities.

Rebalanced AI's battle-plan analyser/attack-or-defend decision making, to take into account that the enemy alliance may have weaker but longer-range missile units, to prevent static behaviour under missile fire.

In ambush battles, the defender's units which are under missile fire that outranges their own are now more likely to respond by moving to intercept the missile unit attacking them.

Altered some of the AI's usage of various ammo types.

Pike Phalanx now reform properly once engaged in melee.

Idle units attacked when set to Formed Attack attempt to keep their current facing.

Formed attack charges will now penetrate less than free attack barbarian charges.

Attacks from units in formation are now more powerful than attacks from unformed units.

Reduced the chance of units walking while routing from the battlefield.

Routing units no longer turn around/play matched combat animations as they are being killed.

Units now no longer head through breach in a wall rather than using the siege engine they are attached to.

Artillery with special ammo now show the correct model while loading the weapon: e.g. animal carcasses.

Reduced instances of unit collision which caused jittering on the battlefield.

Eliminated a battle replay desync caused by presence of war dogs units.

Units now correctly stop firing at a building if they take ownership of it.

During multiplayer siege battles, the defender can now see the attacker's units during deployment.

Rebalanced hit-point bonuses for officers and standard bearers.

During battles, units can now burn down open gates with torches.

Men positioned on a gatehouse will no longer die when the gate is destroyed.

Artillery ships can now consistently disembark.

Added more effective collision detection to barbarian watch towers in encampment battles.

Charging at Pikemen now consistently selects the correct matched combat animation, keeping pikemen in line more effectively.

When dog handlers unleash their dogs, the handlers will no longer attack as well.

Added blood to chariot horses and drivers, and to attackers and defenders during knockdowns. (Only active if the player owns the Blood and Gore DLC.)

Artillery on ships can no longer be picked up (previously resulted in loss of unit control).

Improved unit reforming on the battlefield.

Projectiles no longer remain in mid-air when the siege weapon that fired them is destroyed.

Improvements to naval disembarking functionality.

Technical improvements across a range of battle maps (including pathfinding, deployment, general unit interaction, walls, gates, battle tooltips etc).

Multiple minor unit behavioural improvements.

Campaign AI improvements:

AI no longer underestimates its strength when ending a move in Forced March stance within a settlement.

Campaign AI now considers maintaining sieges for longer, in order to build more siege equipment.

Campaign AI now less likely to sue for peace shortly after declaring a war.

AI factions now recruit more siege units.

Revised the Campaign AI settlement occupation decision system.

Adjustments to Campaign AI Financial Management.

AI factions are now much less likely to declare war on distant factions.

Adjustments to composition of recruited forces.

Improvement to Campaign AI food management.

General Battle Improvements:

Eliminated an exploit allowing players to bypass unit-caps in custom and multiplayer battles by modifying a saved army setup.

Units can no longer use loose formation when manning siege equipment.

Buhen (Egyptian battle map) is now playable in custom battle mode.

Caltrops are now placed in more uniform rows.

Tortoise formation is now unlocked in the Seleucid faction when the player owns the Greek States DLC.

Improved multiplayer responsiveness: movement paths and attack arrows are now shown instantly upon giving the order. (Previously the game waited for all clients to confirm the issued order, causing a small delay).

Multiple combat animation blending tweaks.

Orders issued on lower framerate machines now register more effectively.

Added a horse bonus upgrade icon to show different levels of horses on their unit cards.

Improvements to group collision sounds during battles.

Pre-battle voiceover no longer occasionally cuts out.

Tweaks to some Hellenic unit looks to make them more distinct.

General Campaign Improvements:

Added a countdown timer to the Exchange Panel in Multiplayer Campaign mode.

Settlements on the campaign map will no longer continue to emit smoke from damage or construction when they are no longer damaged/under construction.

Right-clicking the mouse during the end-turn cycle in campaign while an agent/army is selected will no longer trigger audio responses from the selected agent/army.

Opening and closing the pause menu, while the Declare War On *Overlord/Make Peace With Satrapies panel is open in Campaign mode, will no longer close the panel and make peace with the satrapies.

Help I'm trapped in these patch notes.

An army in Forced March stance will now have their Recruit Units button reactivate immediately when they are put back into the Default stance.

Replacing an immortal general will no longer trigger a General Wounded message in Campaign modes.

The Zoom To Location button no longer pans the camera to the bottom-left corner of the Multiplayer Campaign map when pressed with an army selected.

The Nervii faction is now immune to snow attrition in the Grand Campaign.

If a general reaches level 25 in a statistic, all of the attribute increases and abilities granted by that statistic will consistently remain.

Addressed a rare issue during campaign ambush battles where, if the user conceded defeat, they might suffer no losses and could then retreat.

When recruiting a unit on the same turn as a researched technology that replaces that unit type is completed, the unit recruitment will no longer be cancelled.

Fix to allow Praetorians to be upgraded to Praetorian Guards once the appropriate technology has been researched.

Battle rebalancing:

Improved behaviour and benefits of Formed Attack ability.

Slightly reduced the spacing of melee units.

Widened the pike cone-of-engagement, so they can hold off units more effectively.

Reduced pike damage.

Reduced the mass (and therefore impact) of chariots and elephants.

Major adjustments to unit costs, to better reflect the combat value of units; there is a much greater spread of values now. For example Oathsworn now cost 1340, Celtic Warriors 350.

Adjustments to unit speeds, stats, and more to help diversify the unit rosters, and give more distinct roles on the battlefield.

Improved AI army compositions in campaign mode, when a faction doesn't have access to early land or navy units.

Campaign AI is now more focused on acquiring early military technologies.

Certain total casualty morale penalties have been set to 0 so there is less stacking of morale effects.

Reduced minimum hit chance, base hit chance and maximum hit chance for melee combat.

Campaign rebalancing:

Auto-resolver balancing:

Smaller defensive bonus in minor settlement battles

A small global penalty for the player in autoresolved battles

Unit threshold has been increased, so severely damaged units are less likely to survive an auto-resolved battle.

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Re: Parche 9

Publicado por CeltíberoSico - 24 Ene 2014 23:09



Rezad para que el parche salga bien!! 🙏

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Re: Parche 9

Publicado por CeltíberoLoky - 24 Ene 2014 23:56



Va a hacer 6 meses que salió y aún no esta pulido...la madre que los pario 🤔

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Re: Parche 9

Publicado por CeltíberoJaskier - 25 Ene 2014 00:29

Pues lo acabo de descargar y lo he mirado un poco por encima... prepararos para volver a empezar porque cambian la mayoría de los precios de las unidades.

No sabría decir si va a mejor o a peor, pero desde luego quieren reducir la importancia de las élites porque ahora cuestan mucho más y algunas de las unidades más baratas (las que no se pillan ni dios) las bajaron un poco más de precio. Los stats no los he comparado pero creo que no se tocaron, o no mucho.

Ya veremos si es para bien o para mal, pero el cambio se va a notar mucho al menos en el multi. Esperemos que lo hicieran bien 🙏

PD: 593.6 MB de parche, este ya es más grande que los anteriores.

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Re: Parche 9

Publicado por CeltíberoHSAT - 25 Ene 2014 13:23

Da la sensación que de los replays no han tocado mucho. Por lo que se ve daban sólo problemas si salían los perros.



Habría que probarlo en todo caso. Hoy por hoy, los fallos en los replays, es uno de los errores más gordos en el juego.

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Re: Parche 9

Publicado por CeltíberoLerend - 25 Ene 2014 14:46

Esto es la beta, ¿Se sabe cuando va a salir el parche?

"Reduced the mass (and therefore impact) of chariots and elephants."

"Reduced minimum hit chance, base hit chance and maximum hit chance for melee combat."

Esto debería hacer que las batallas durasen más.

Un saludo. :D

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Re: Parche 9

Publicado por Rhygus - 25 Ene 2014 16:45

CeltíberoLerend escribió:

Esto es la beta, ¿Se sabe cuando va a salir el parche?

"Reduced the mass (and therefore impact) of chariots and elephants.";

"Reduced minimum hit chance, base hit chance and maximum hit chance for melee combat.";

Esto debería hacer que las batallas durasen más.

Un saludo. :D

Lo malo de toquetear el hit chance es que en general las batallas duran más pero la efectividad de las picas cae así que no creo que lo bajen mucho...

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Re: Parche 9

Publicado por CeltiberoJaskier - 26 Ene 2014 02:19

Tras unas primeras partidillas estas son algunas de las obserbaciones:

-> Los carros falcados bajaron bastante, ya no son siembran la muerte a su paso 🏰

-> Los elefantes también parecen haber bajado.

-> las falanges pueden perder contra unas espadas que ataquen de frente.

-> Parece que las melees duran algo más.

-> Diría que ahora los números son más importantes que antes, las élites pierden peso debido a su coste.

Eso es más o menos lo que he visto por el momento.

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Re: Parche 9

Publicado por CeltiberoSico - 26 Ene 2014 12:01

Estos son cambios que recuerdo:

-> Aunque los honderos de Rodas sean ahora mas caros que los arqueros cretenses, siguen siendo mejores los cretenses.

-> El ataque ordenado es efectivo cuando se realiza una carga, pero después se transforma en desventaja (lo ideal seria cargar con el ataque ordenado y después quitarlo).

-> Los piqueros de leva (que ahora valen 280) sirven para mantener el centro ocupado, pero no matan una. Mejor sacar un montón de estos que gastarse una burrada en piqueros con coraza o de élite.

-> Gladiadores y Lanceros gladiadores ahora tienen 0 de armadura.

-> Subida de precio a unidades que necesitaban una bajada 🙄, como el caso de la Legión Sagrada que para lo que hacía era demasiado cara, antes valía unos 850 ahora 1330 (mas caro que una guardia pretoriana de 1300) 🤖

-> Y la gran cagada (esperemos que solo sea durante la beta) es que ahora el anfitrión y los de su equipo ven el el ejercito enemigo durante la fase de despliegue! 🤖
🤖🤖

🤖
Rezad para que sea jugable 🙄

Re: Parche 9

Publicado por CeltíberoClearco - 26 Ene 2014 12:33

SicoTW escribió:

-> Y la gran cagada (esperemos que solo sea durante la beta) es que ahora el anfitrión y los de su equipo ven el el ejercito enemigo durante la fase de despliegue! 🤖
🤖🤖

Estos son unos genios. Incomprendidos, pero genios.

🤖
Rezad para que sea jugable 🙄
Están en ello Sico, 5 meses después de cobrarnos estan intentandolo. Unos genios.

Re: Parche 9

Publicado por CeltíberoCarlos - 26 Ene 2014 12:45

pero que caras las élites, no? 🤔

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Re: Parche 9

Publicado por CeltíberoHSAT - 26 Ene 2014 19:33

Mucho mejor así, Carlos. Antes cogías élites y el resto, hasta el punto de que muchas unidades ni las conocías. Esto da más opciones. De primeras a mí me gusta la idea. A ver si cuaja la cosa y no la pifian con otras historias.

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Re: Parche 9

Publicado por CeltíberoCarlos - 26 Ene 2014 19:59

Si, yo lo estuve hablando antes con Sico.

Me gusta que le den un cambio radical al juego, a ver si empezamos a ver batallas variadas y con varias posibilidades de ejércitos, que eran todos iguales practicamente jaja

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Re: Parche 9

Publicado por CeltíberoJaskier - 26 Ene 2014 20:01

Tienes alguna unidad que no tiene bien puesto el coste, pero al menos no hemos visto ninguna unidad monstruosa como los elefantes pertrechados y parece que ya no compensa sacar solo élites, por lo que creo que el cambio puede ser a mejor y dar más variedad... quizás. Habrá que jugarlo mucho más para poder sacar una conclusión más acertada.

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Re: Parche 9

Publicado por CeltíberoDraco - 26 Ene 2014 21:15

Pues yo no estoy de acuerdo con la subida de precio de las élites y por una sencilla razón, las reglas del CWC, no se puede cogermás de 6, el problema es, parece ser, que también han subido el precio de unidades medias como los espadachines con coraza sin haber tocado sus stats. Al final solo habrá ejércitos con unidades flojuchas para poder rellenar intercalado con algunas unidades medias, habrá

que probarlo a fondo como bien se ha dicho.

Está bien que hayan reducido a los elefantes pertrechados, 



, esos animales no eran de este mundo, parecían jinetes del apocalipsis 
, lo mismo va para los carros, pero que una falange pierda de frente no se que decir, no veo muy realista eso.

Esto supone un problemón para el CWC, porque hay que volver a aprender a sacar ejércitos. 

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