

Date: Sunday, November 30 2008 @ 17:10:54 CET

Topic:

1.0.5 Patch for International Conflict Europe

The International Conflict Team released a new Patch 1.0.6 on Monday 24/11/2008

You must already have patched your International Conflict Europe to 1.0.5 Version.

[Download Patch 1.0.5](#)

For the Changelog click on "Read more"

Changelog

Reduced max age and light values of the flares

Modified def files: items.def, weapons.def, ammo.def, PRJCTLS.PTL

Terrains:

Sun_RivX repaired the bland foliage decoration. Sun_Coa1 repaired a small foliage leakage BOLA - repaired (new name: BOLAC)

Vehicles:

Truck - Increase Speed and Turning Arm Truck - Increase Speed and Turning GRAD - Increase Speed and Turning Tank - Adjusted Start Range Setting to 300m on all tanks due to 2 Different Settings in Weapon.Def Tank - Adjusted Tank Stability to Improve Firing Side Winder Harrier - Adjusted Heat Sig from 300m to 350m Harpoon Harrier - Adjusted Heat Sig from 300m to 400m Nuke howitzer - fixed MLRS - fixed Tracked Rapier SAM - fixed
Removed UN Mil26 and UN blackhawk blank entries (no plans to bring them into the mod)
Truck - Increase Speed and Turning Arm Truck - Increase Speed and Turning GRAD - Increase Speed and Turning Tank - Adjusted Start Range Setting to 300m on all tanks due to 2 Different Settings in Weapon.Def Tank - Adjusted Tank Stability to Improve Firing Side Winder Harrier - Adjusted Heat Sig from 300m to 350m Harpoon Harrier - Adjusted Heat Sig from 300m to 400m Nuke howitzer - fixed MLRS - fixed Tracked Rapier SAM - fixed

Buildings and Objects:

SAZ- Warehouse 6 - recovered SAZ- Hanging Surveillance Monitor - fixed ground shed building SAZ- hidden until fixed Static Artillery - armor level increased

Weapons:

Added Weapons:

M16A3 - Medic/Engineer/Infantry/Special Forces AK47 - Special Forces MP5K

- Sniper/Special Forces Glock 17 - Medic/Infantry

Increase Ammo Damage:

Mini Gun 7.62mm Side Arms HE Round (Min Blast Area Increased) AT Mines (Min Blast Area Increased)

Reduce:

AA Gun - Over Heat/Cool Down Time Mini Gun - Over Heat/Cool Down Time
AK47, AK103, G3A3, GPMG and PKM - Accuracy Reduced Slightly P90 - Accuracy Reduced Slightly

Increased:

SR25, SR25SD, PSG1 and PSG1SD - Accuracy Increased AK47, AK103, G3A3, GPMG and PKM - Recoil Increased P90 - Recoil Increased Slightly

Important !!! Reduced Range on Side Arms:

Shotgun - 75m Approx Glock 17 - 100m Approx Glock 18C - 100m Approx
MP5K - 125m Approx MP5SD5 - 125m Approx MP5/10 - 150m Approx

Body Armor !!! Ammo Effectiveness:

9mm FMJ - No Effect 9mm AP - If you can hit it, you can Kill it 9mm - SP No Effect

10mm FMJ - No Effect 10mm AP - If you can hit it, you can Kill it 10mm - SP No Effect

Shotgun - No Effect

SD Weapons - No Effect

5.56mm FMJ - Effective up to Approx 200m, Weapon Dependent 5.56mm AP - If you can hit it, you can Kill it 5.56mm SP - No Effect

7.62mm FMJ - Effective up to Approx 300m, Weapon Dependent 7.62mm AP - If you can hit it, you can Kill it 7.62mm SP - Effective up to Approx 150m, Weapon Dependent

Known Issues WIP:

SAZ- Watchus2 duplicates itself into the "foliage" pallette in Nile. Make sure you are placing it from the "buildings" pallette

Yellow Parked Trailer Truck has been reported to cause game crash for people with GeForce graphics cards

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