

Date: Thursday, August 27 2009 @ 00:00:00 CEST

Topic:

## Joint Operations AW2 Update 4.1

The AW2 Team announced an update for the AW2 Final Mod.

Update from 4.00 to 4.10

You can download the Update here in our [Download Section](#) on Friday the 28th at 0400 PM GMT (20:00 Central European Summer Time)

Web Download and Torrent are supported

The Update Package is about 150 MB big

Please Check after Downlad the MD5 Hash.

Its **94A7D6CB258AE5731DF630A4D39256FA**

Click *Read more* for the Changelog.

### Changelog

JointOps.exe 1.6.9.2 replaces the 1.7.1.9 exe to avoid sysdumps and incompatibility with some of the objects and certain wac events.

"AW2: Large Warehouse" Roof retextured.

"AW2: Bamboo Hut #1" Bamboo tower retextured to fit the rest of the building.

"Bailey's Drivable Shopping Cart! (bfm)" Missing textures added.

"AW2: Sewer Pipe" It no longer makes the game crash with the 1.7.9 exe. when walking through it.

"AW2: Hot Air Balloon, Flyable" fly speed decreased.

Memory usage reduced and optimized by removing AK47/GP25 and 357 revolver.

More realistic turning ability on vehicles.

Land vehicles have been modified to be able to turn very good at lower speeds whereas at higher speeds the vehicle's turning ability is lowered. At that point the driver can either choose to slow down or powerslide through corners instead.

Added missing MED pictures.

Red Team can now also select the characters from the Joint Ops team, thereby balancing both teams.

Flaregun improvement. Ammo has been increased from 5 shells to 10 shells.

Tanks with 50 cal, such as the Stryker and ZSU-23, can now get killed by tanks with same amount of armor (Stryker, ZSU-23, BTR-80 etc.)

Hitpoints increased on ZSU-23 tank.

Overheating values on emplaced weapons improved.

It now takes longer for the emplaced weapons to overheat, however when they reach overheat stage it also takes longer time to cool down. Making it more realistic and possible for players to get closer to the a stationary gun while it cools down.

Fixed "music" waves. Some of them were not able to play ingame before. Now all of them work.

Increased cooling down time of flamethrower and decreased the amount of liquid.

This is to balance the weapon and to prevent too much lag on servers if everyone is using it.

New sound- and ambiance effects for mappers to use in their maps.  
(distant artillery bombings, dogs barking, jet fly overs, metal stretching and squeaking, owls and wolves howling, rubble pieces falling, russian and terrorist voices chatting - shouting - interrogating)

New and improved loading screen, header and footer. Thanks Wolfseye.

Fixed floating items on existing AW2 coop maps. Thanks Cavebear.

Fixed maps that had problems ending.

**AW2 - Black Sheep**

**AW2 - Betray to Enemy**

**AW2 - Betray to Enemy (night)**

**AW2 - Dusk**

Updated maps:

**AW2 - Falklands Beachhead (SP & COOP)**

**AW2 - Prison Break**

**Improved the COOP map "AW2 - Explosive Chase - Part 3 - Escalated Attack".**

**Blackhawk pickup is now with mobile spawn so you don't get left behind in case you die.**

New maps made by the AW2 Community!

Loading screen for each new map.

## **COOPERATIVE**

**Mapper: JobiWan**

AW2 - Stealth Cell

AW2 - Rainbow in Vegas 6

**Mapper: Bazookasissi**

AW2 - The Cartel

**Mapper: RedHawk**

AW2 - Jungle Sniper Night

**Mapper: Spinney**

AW2 - Die Hard

AW2 - Setting Sons

AW2 - Operation Swiftsting

**Mapper: MIA-LST**

AW2 - Liberation  
AW2 - OP: Alpha  
AW2 - OP: Bravo  
AW2 - OP: Charlie  
AW2 - OP: Delta  
AW2 - OP: Echo  
AW2 - OP: Foxtrott  
AW2 - OP: Golf  
AW2 - OP: Hotel  
AW2 - OP: India  
AW2 - OP: Joker  
AW2 - OP: Kilo  
AW2 - OP: Lima  
AW2 - Tunnel  
AW2 - Rought & Tumble

**Mapper: RP-Pwb**

AW2 - CageRage  
AW2 - Die with your Boots On  
AW2 - Piece of Mind Part 1  
AW2 - Piece of Mind Part 2  
AW2 - Quest for Fire  
AW2 - Sun and Steel  
AW2 - To Tame a Land

**TEAM DEATHMATCH**

**Mapper: Bazookasissi**

AW2 - Brute Force  
AW2 - Dark Secret 2  
AW2 - Final Battle  
AW2 - Fire Eater  
AW2 - Game of Chance  
AW2 - Hazard Zone

**Mapper: Troublemaker**

AW2 - Jungle Quest  
AW2 - Pirates Cove

**Mapper: Widowmaker O\$\$**

AW2 - Lost Legion  
AW2 - Moon Raker  
AW2 - POW Camp  
AW2 - Rommel's Nightmare

**DEATHMATCH**

**Mapper: Spinney**

AW2 - Prison

**ADVANCE AND SECURE**

**Mapper: Onedead**

AS - Airport Base Attack - AAS  
AS - Deadmans Corner - AW2  
AS - Hardcore Soldiers - AW2  
AS - Onedead's Monstrosity - AW2  
AS - Rebel Base Invasion - AW2  
AS - River Battle - AW2

**SINGLE PLAYER**

**Mapper: Spinney**

AW2 - Apocalypse Now  
AW2 - Die Hard

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