

Hotfix 1.01 released

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The first update 1.01 to Two Worlds II has appeared. Below you can read the patch notes:

- fixed crash in singleplayer campaign during streaming of levels (CD icon) or during teleportation.
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- fixed one crash in multiplayer.
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- fixed quality of rendering ogg videos (when HD video option is off)
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- if game crashes while playing wmv videos then it is switched to ogg mode and next time ogg will be played.
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- fixed missing in shops magic cards: Air Life and Air Lightning.
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- fixed type of potion ingredients generated in village shops.
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- fixed endless invisibility spell error.
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- fixed wrong direction of camera in sniper mode in reversed vertical view.
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- fixed problem with changing bid by +/- keys in dice minigame on laptop keyboards.
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- fixed displaying wrong number of equipment parts in "destroy equipment" message box

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- added missing "Check for updates" option to settings.

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- some player reported long time of making savegames in full screen. It was possible caused by taking screen shot. Save screen shots can be turned off by console command: `game.MakeSaveScreenShot 0` - it should be added to `autosaveGame3.con` file in Parameters subdirectory of save game.

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- one change was made which could fix problem with saving multiplayer characters / village. Now if sending data to server fails then game make two more attempts to send.

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Here you find the download on the official site