

Kingdom come deliverance bug fixes

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Patch 1.8.2 - February 18 - Mistakes fixed - Some enemies who were too hesitant to attack the player are now much more eager to fight. Including Hett! Several errors causing accidents have been fixed. Including the most serious, which always happened some time after the end of the quest House of God and was not a preventable loading. Elements of previous saves are no longer placed in the player's inventory when a new game is created. Soldiers in the House of God's Search no longer continue to beat zmla forever. . Patch 1.8.1 - February 5 - New features - New best linings that explain the content and technical specification to run the content of each DLC Added a new item to the menu relating to all DLCs and their overlay Added lamps and other lights in taverns make it easier to see the dice at night in the dicegame mini If the player is overloaded and can not mount the horse, notifying that the effect is displayed in some inns , The player can find a caste of players who have special dice and more money to lose the notice of reputation (received or lost) is being displayed in the top left corner of the screen due to the impact of the quest or dialogue situations Added call paid sound in Pribyslavitz Fixed problem that caused Hans Capon to get stuck after the Prey quest. . - The quest errors fixed - Fixed problem of the missing pitcher sometimes makes it impossible to complete Next to Godliness quest Fixed missing instructions during Bernard's master-kick training Fixed Dialogue with Margaret's Hare Hunt now allows you to complete the lens Fixed problem, which sometimes causes master-kick training to end instantly chest in Rattay's Sword quest queen ode Sheba can now be opened Fixed quest markers in Fight Club in Skalitz Fixed issue horses during the quest Rogue Baron Fixed a rare problem that made the escape from Vranik Impossible Fixed a rare problem that cutscene did not run after the murder runt, preventing further progress in finding a marker added to the Epilogue quest to help the player find Hans Capon Hans Capon no longer returns to Rattay after arriving at his camp in Epilog Fixed missing user interface prompts in dialogue with Circator John Fixed Hot Blood Fixed the problem of failing to finish on your service, My Lady quest due to crime in the archery competition fixed the problem of failing to complete the game with a devil quest after beating the lumberjack unconscious Fixed Dialogue after cutscene with the residents in Miracles while you wait for the quest now begins when the player is outside the fixed excess marker without description during the rainy day quest. - Other Fixed Errors - Fixed Problems That Caused an accident game after loads of animation woman getting up from a sitting position is improving Innkeepers now more likely to throw a player out of bed he did not pay for a quick ride available even with bow armed Fixed some With clipping hoods in the clothing system Fixed problem that sometimes prevents the player entering the dice game Bushy now have proper sounds when faced with a fixed master-kick issue that prevented the player from completing training with Bernard Fixed problem, which caused the player to be unable to dismantle the horse after riding on the auto-guide Fixed the problem of accidental slow-loading games during the tournament NPCs no longer encounter outhouses when using their street guards Even after paying the fine Fixed flickering torch during sprint or riding Fixed problem, which sometimes allows the player to use free attacks, even if locked on the opponent Fixed price pointer problem moving from the screen during the bargaining horse reins of the board is no longer a failure when the horse grazing Fixed stuttering vegetation animation - From the ashes of the DLC - Sir Divish no longer undressed in the final cutscene, if the player invited him to Pribyslawic, when he slept All NPCs in Pribyslawica now there is a place to sleep The Corrected Behavior Innkeeper causing the unnatural movement of the issue of the modernized blacksmith unable to recover the badly damaged weapons or armor Of Musk Infinite Allure no longer retained in the player's inventory after the transfer of Capon issue. - Love Adventures DLC - Fixed the problem that caused the endless fader after picking up Sir Hans Capon in the Castle Fixed problem of missing facial animation due to the distance in the balcony scene. When a player learns how to read after being sent by Hans Capon, a new goal is added then to send him back to Capon After the player has successfully escaped from Sir Anselm, he now stops chasing the player, and can interact with him during the quest Fixed question of the player standing from the opponent at the beginning of the duel after the dice it is no longer possible to call your horse inside the secret tunnel and get stuck when mounting now the guards can properly navigate the tunnel When they heard Henry Fixed the problem of a player standing in a different direction after the cutscene at the entrance to the camp Fixed problem in the magazine purpose to bury the remains of the Lion are still active after the sale of the bones of Charlatan After the completion of the quest, the breach of the area near the tomb of Revenant is now disappearing Fixed preserved second purpose after studying wild animal calls Fixed the problem of pushing Esc not canceling the coloring of the water with the fake blood burial Fixed question objective Go and watch Charlatan morning duplicated in the magazine After failure failure it is no longer possible to ask Charlatan, How is the obsessive question going? They report a player's crime and the quest is not fixed by a problem making it impossible to continue after the player kills the brave guys. Fearless Felix is the target after the player killed the brave guys. - Tournament DLC - Fixed infinite fader that sometimes happened before the third opponent in the tournament will no longer fail due to low reputation with NPCs or guards who remember the old offense of the player Redefined dialogue with the Tournament Master in Rattay, so that the player is better informed about the tournament availability fixed a rare problem of the player teleporting from the arena during the tournament Fixed the question of the tournament not starting after taking the quest from Sir Hans back , chickens no longer walk in the Arena Pruda no longer comes to the tournament undressed Fixed issue of missing visual effect downgraded visor with the new helmets of the tournament Added a new autosave after the player wins the fight with Black Peter in the arena Fixed the problem that during the ambush of Black Peter he is not poisoned by the sword-fixed problem of the tournament masters missing the challenge of animation . Hotfix 1.7.2 - November 21 Many accidents occur during a pass or imprisonment fixed accident in the House of God quest fixed . Patch 1.7.1 - October 24 - The Love Adventures of the Bold Sir Hans Capon Fixes - Much of the Second DLC - No Rest for Wicked quest is now available from Charlatan. The quest is available even with Amorous Adventures DLC completed, so there's no need to recharge to the same state. The Infinite Fader during a dialogue with Hans Capon after the failure Next to Piousness is corrected. No Rest for Wicked quest now properly responds to player killing guys he had to scare. The player now correctly receiAves Musk's Endless Charm at the end of No Rest for Wicked. Now you can finish the active game of the throws quest, even when the player initiates the fight Vranik. A rare accident when arriving at the players' lair has been corrected. The game throws a log of the text bug corrected. It is no longer possible to break the Honey Words quest by closing the door in front of Hans Capon the moment before he forces a dialogue on the player. Endless fader after a quick pass of Katon's dialogues fixed. The player will no longer be prosecuted for not lighting a torch during a meeting with the butcher and his men in the Honeyed Words quest. . - Correction Tournament - During the Epilogue, tournament now starts automatically automatically hour after the player misses time far enough away from Rattay (e.g. Neuhof). There is no longer any need to start an accompanying search for the self-help blacksmith. The second and any other tournament now always happens periodically every 7 days, even when the player is close by. Now you can wait right next to the Herald. The guards will no longer try to search you during an active tournament, which led to the failure of the tournament. The tournament will no longer remove some items from players who have a huge amount of items in their inventory. Possible endless fader in the later stages of the tournament is fixed. . - Other fixes - You can now start miracles while you wait, even if you refuse Charlatan several times. It is now much easier to hit topping during wonderland while you wait for the quest. Fixed the bug in Miracles while you wait for that sometimes broke ending if the player completed the entire quest without saving or downloading. A rare accident during the escape from Scalise corrected. An absurdly bright screen caused by the lingering effect of the Nighthawk potion in daylight hotfixed. Any remaining issues can be resolved by drinking another nighthawk potion and waiting for hours. . Patch 1.7 - October 16 - Optimization - Textur streaming has massively improved. Pop-up more detailed textures or body parts should be much less obvious. We have optimized despawning details. This should have a positive impact on performance for some players. NPCs no longer accidentally drop items when moving to a less detailed LOD state. This should slightly improve performance. . - New Opportunities - Tournament! - The tournament takes place every few days in the courtyard of Upper Rattay Castle. Depending on how far you have come through history, ask either the Blacksmith of Samopeche or Sir Hans Capon to make the necessary introductions. Bone mini-games have improved - We've added a new set of dice with the Joker side and three types of straights to score. Now it is easier to score points with wild dics, so we raised the score limit to 4000 points. . - The quest of errors fixed - Lord Divish now returns to Talmberg after cutscene in Epilogue. Bandit recruiters in the quest If You Can't Beat 'em are no longer afraid of corpses, and the search can be progressed even if you bring them physical proof of your success. The robbery career in the Galloway Brothers quest now has a proper end if the player refuses to join the robbers. Fixed endless fader before the Uzhitz sermon, which arose during a certain order of correction. The problem has been fixed, which is why Lord Capon visited the bathhouse before the start of the quest Next to kindness. Fixed the problem that caused Kunesh's axe to disappear during loading, preventing the completion of the Unexpected Visit quest. Fixed the problem prevented the player from getting a cat's paw immediately after defeating the Player in the Miracles While You Wait quest. Fixed the problem that

caused Fritz and and attack each other after the Rock and The Hard Place quest. We also crushed a mistake that led to the inability to pass on our share. Soldiers continue to load trebuchet, even if you talk to Sir Robard and deliver the Ruin quest. We also corrected a rare situation in which players could not speak to Sir Robard during the Oath is An Oath quest. The behavior of the captured Koeman has been changed, with this patch he talks to the player, even if the player has a very low reputation with the Kuman faction. To be fair, he had a reason not to trust you! There is no longer an endless fader after killing an opponent in a fist fight quest line. Eric in Fort Vranik now has a protection against death that prevents subsequent cutscenes in search of failure. The failure of the mining quest caused by the meeting of thugs from the quest Debt must be paid for while traveling with Hans Capon corrected. Fixed the problem, which sometimes leads to captain Bernard stopping the player's training after he takes the Marauders quest. Fixed incomplete option dialogue in the quest Holy remains. Fixed cutscene in Rocketeer Search. Fixed interacting on a deer grave in a hare hunt quest and a poacher camp cutscene trigger. Talmberg groom no longer has to get stuck in the castle door. Fixed cyclical dialogue with Rattaya's scribe in the Mysterious Ways quest. The endless loop of dialogue after giving Theresa gifts has been corrected. A rare problem has been fixed that prevented the player from talking to Morcock after he had an affair with Timmy in my friend Timmy's quest. The World Saving quest now correctly launches the game if the player leaves Rattay Fixed autosave in the Sports of Kings quest. Error in the next to piety quest where Hans Capon did not enter the bathtub fixed. The Hunt for Hare quest icon is now only active if the quest can be taken. The problem with quest markers in the quest Bird in hand is fixed. The quest next to piety can no longer be activated after the Epilogue. A rare mistake with the NPC from various quests taking place during the Talmberk fixed siege. Battle Master Vanek can now properly duel with the player during the Die Cast quest. Fixed targets and logs in the Needle quest in a haystack. Food from the bowl in the monastery now has to work without problems. Fixed interaction between the quests Wounded Soul and Man from the fabric. Fixed interaction quests Wounded Soul and Pestilens. Small tricks in the dialogue with the blacksmith Zack in the quest All that The Worms. A mistake that caused Hans Capon to speak only of the Baron Robber's quest even after it was completed. A rare mistake that halted progression after losing a dice game while keeping the world fixed. The error, which caused the absence of an important dialogue with Hans Capon during Clothes Make the Man, has been corrected. - Other bugs fixed - Fixed a rare problem that caused the disappearance of money during download. Fixed problem Uberlods, which caused the accidental disappearance of Pribyslavitz, corrected another rare problem, causing the combat blocking of dead opponents. A few small tweaks in the alchemy of a mini-game user interface. The inflated breasts of the seated women have been resolved (Sorry guys!). A rare problem has been fixed, because of which the guard evicted the player from prison for penetration. We emptied some overcrowded chests in Rattea and prevented them from overflowing again. Knocking out the NPC from stealth no longer makes their clothes bloody. . - From the ashes of DLC - More shopkeepers in the restored Pribyslavitz are now selling repair kits. The surrounding music in Pribyslawica now varies depending on the number of buildings built. Marius is now correct to say why he will do nothing when a player tries to build something out of a book. Small graphic glitches of fixed UI buttons no longer flicker in Ledger. Now you can smoke and dry food in bulk. The new sound is now played when drying or smoking. Solutions are no longer available after the quest fails. Events in Rat thai square no longer appear during the performance of bailiffs. The chances of encountering enemies near Pribyslavica are now lower after stripping the bandits. The gunsmith and gunsmith now properly display goods around the store. The gunsmith and gunsmith now have more money. Two of the lumberjacks no longer remain in the village after a player expelled them during one of the Blacksmith's judgments, a security guard now guards the store even after the store was updated. . Patch 1.6.2 - July 31 Player loses only a very small reputation of the faction when he kills all witnesses of his crime. The partially loaded state of Talmberg during the Epilogue was recorded. Robard stuck in the ground during the Epilogue fixed. The quest Rattled in Sasau can now begin even after the completion of All That Lysters. A few long faders before the cuts are fixed. The player was unable to run several quest fights in the Eagle in the Haystack. Now it's possible. NPCs can get very dirty and bloody again. Misleading objective journals during the Needle in the haystack fixed and/or improved. Herman's executioner is no longer in the Rattay faction, which must solve many of the misplaced reputational losses against Rattey. Tis But a Scratch achievement is fixed. Anyone who has already finished the game and has not got the achievement can just load save the game until the end and finish the game by talking to Hans Capon. From Ashes DLC Any new village modifier that the player acquires now immediately appears in the graphical interface. Now it is much easier to see what actions have caused changes in the village. Divish is now instantly teleporting to Talmberg after the Lords debate at the time of the Epilogue. This should solve many problems with the launch of DLC. The problem with DLC quest during Talmberg siege with Divish teleportation inside besieged besieged has been corrected. Locator Marius has a much better search way now. There is now a bed marker on the player's bed at all stages of the Rathaus. Be sure to have money in the village breasts now begins after a conversation with Marius in the cleaned Pribyslawitz. It previously began after the first cutscene, which could cause confusion in specific cases. There is now a grindstone in the main forge and an arsenal of improvement. It is no longer possible to judge Fritz and Matthew during ... Is a friend really a quest. A rare problem with recruited NGOs that do not migrate to Pribyslavitz has been eliminated. A rare problem with the dumped halberds in Pribyslawica has been fixed. A slight improvement in the dialogue of the cameras during judgments. The saddle-maker no longer has a Villager UI name. The NPC no longer try to enter the wall behind the church. Fader after buying resources should now be much shorter. The Improvement option in the dialogue with Marius now shows only when a player can actually build some improvements. The NPC set is no longer possible if the player does not complete the Home Call Home quest. Any crowd problems that do not appear in Ratteay during Henry's public announcement must be addressed. Small improvements in French and German translation. Many minor graphic problems have been corrected in Pribyslavica. Patch 1.6 - June 26 Hardcore Mode Is a new game mode aimed at maximizing immersion. HUD has been significantly modified and simplified. The navigation map and compass have been redesigned so that players have to navigate using landmarks. The quick journey is off and overall survival (to remain fed and rested) is more difficult. The fight is much more realistic and fairer for your opponents. There are harsher penalties for using damaged items, so regular care of your equipment is mandatory. And because public health in 1403 is not at its best, your existence will be more troublesome due to the addition of some permanent diseases that may further scale the level of sophistication as you see fit. Hardcore Mode aims to replicate players looking for new challenges, but also new players who would like a more realistic experience. Hardcore mode - Added a new game mode - hardcore mode. The fight is rebalanced to make the fight fairer for the NPC. - The economy is balanced to make trading even fairer for traders. Survival is rebalanced to make Henry's death more equitable to the environment. Some benefits have been changed for the HC regime. Minimalist hud. - Training messages removed. The player's position has been removed from the map and the cardinal points removed from the compass. Navigation now depends on the landmarks and position of the sun. The quest markers are always visible on the map, but can only be seen on the compass, the player is next to them. Auto-write is removed. The fast journey is off. Added special negative benefits, which are selected during the creation of the character. These include diseases, birth defects and other trials of medieval life. •• new achievements. New features - Added settings Disable tutorials in game options. Fixed errors - Henry's trunk in the hunter's house no longer has Rob's clue. - Knocking Nicholas out in Churches-la-Femme no longer breaks the quest. The nasty Habits bug was fixed, which sometimes prevented the player from delivering wine. Fixed light optimization that caused freezes while riding a horse for a long time. Hans Capon no longer sleeps until Doomsday after completing the Mining quest. Killing the NPC in a game with a devil quest right fails. The murder of Herman's executioner should no longer build on the player's reputation. The guards react faster to knock someone out and pull out the body. Numerous errors in Aquarius' quest have been fixed. You can no longer drink-port from Talmberg Castle to Run! Quest. - NPCs react faster to the player's change. Standing in front of a dice mini-game with Nightingale no longer disrupts the World Preservation quest. Another bug affecting bird cages in the Bird in Hand quest has been fixed. Security guards no longer have to attack the player after he paid the fine or persuaded him to get out of the punishment. Crouch doesn't immediately launch stealth music. Patch 1.5 - June 5 New features: - Henry can now wash away his sins by buying indulgences in churches. Physically simulated women's clothing is added. We've scattered 16 new books around the world. Any forgotten or despawned quest items will now be moved to the gravedigger's chest, and the player will be notified through the new Lost and Found quest. Fixed problems: - Security guards no longer fall off the Halberd. All previously discarded galbers have been removed. This should fix many performance problems and twitch the camera. A few errors that caused abnormal use of the processor fixed. This should improve performance for many players. Optimized coverage in battles should give the player a few more FPS. Several crashes at the beginning of the first two jobs have been fixed. Any remaining problems with entering through doors must be fixed. Slow loading of detailed textures after long gaming sessions is fixed. Archery tournament no longer causes inability to save. The endless fader in the archery tournament will no longer appear. Three more events now have initial card markers. Currently, the game is an auto-write at the end of most quests. The game now consistently autosaves up to critical history events. Added a few helmet shadows. This should correct any strange shadows of the player. Lots of endless faders after the dialogues are corrected. Now the NPC can change weapons from melee to faster. NOW reacts to the player aiming at them with a bow and will try to get to him faster, not just react to the shot as before. NPCs targeting or shooting at a player no longer approach the player in a straight line. The error that prevented it from talking to Father Godwin in Mysterious Ways Fixed. Damaged auto-write at the beginning of the Homecoming quest is corrected. You can't kill an NPC in narrow spaces without playing animation. The cells in the Bird in the Hand quest... we must not disappear any more. Any players with a quest in the process will have a quest to reset. Master Karel now rightly goes to play dice in the evenings. This way the player can win all his money in the Rocketeer quest. Executioner Herman no longer continues to beat the player unconscious when he is angry. - A tutorial for axe and mace master punches fixed. Miller Pawn can no longer get stuck in the locking tutorial. It is no longer possible to lockpick the Peshek textbook barrel before starting the tutorial, which was the reason the tutorial failed. Rookie Anthony no longer has to get stuck after the rescue while he explores the blood. Talking to Antony before you get out of the poison no longer ends with an endless fader. When a player is ambushed during a quick journey, he will be placed much closer to the enemies. Parts of Rattay Rathaus are now properly blocked. Killing important NPCs during the Sheep in Wolf Clothes quest now properly fails the quest. Eric now has lower RPG stats and is easier to convince. This should make the Freud achievement/trophy easier to achieve. The player can no longer evade certain crimes by being mounted on a horse. Knocking out Margaret while the Sheep in the wolf's clothes can no longer break the quest. Killing scouts near the mines before the quest Silver of the King no longer causes an endless fader in this quest. Loading the autosawa from the Silver King quest will no longer miss one of the cutscenes in this quest. The final skirmish in the quest The Baron Robber can no longer begin. The player is no longer able to fix the leg of one of the injured if the injured NPC is dead, which will result in the freezing of the game. It is no longer possible to land a horse in Run! A quest when a player misses a cutscene. Encouraging Procopies to have his tooth pulled now works even when the player has a Rocketeer quest started. The goal is being properly failed and gives more information in the journal in the House of God quest when the player does not meet the zmol on the scaffolding. The Gallows Brothers quest can now be properly completed, even if the player steals money from Talmberg. Hidden places in the monastery where the player can access his horse inventory removed. The NPC should no longer dive into the area when it collides in Rattea. Now you can always knock on the door of the bath in the quest Next to Piousness. Keeping the game while wearing a corpse no longer forces the NPC to see the corpse even after the player has dropped it. Fritz and no longer frighten the corpses during the quest Rock and a difficult place. Any successful deal now slightly enhances the reputation of traders based on the amount of the trade - only up to 75 reputations. Ambushes now carry torches at night. The player is now officially allowed to hunt in the woods after being named Master Huntsman. The probability of ambushing only one stronger enemy is now much higher. It is no longer possible to kill your opponents in Chumps mini-games without initiating a crime. There should be more chatter dialogue between NPCs about the affairs the player has done. And 200 other corrected bugs. Patch 1.4.3 Fixed Problems: - Cutscene, after completing the questions and answers quest, is now running properly. The game no longer falls after questioning the prisoner in questions and answers - Rattay the gunsmith no longer has to get stuck in the endless behavior of sleep. A player with a fitted bow can now be dehorned by enemies. The player can no longer block a non-existent opponent. Fixed instant play over the error in the quest Epiphany of Fire. Accidents after the time of skip/fast journey should no longer occur. The game no longer falls after the Sports of Kings quest. An accident after a walk into Straw's house during the Pestilence quest is fixed. The accident after the end of the quest Pestilens is fixed. A very rare accident after downloading the game is fixed. Known problems: Rare Attackers stops working. Patch 1.4.2 - April 9 Fixed problems: - Fixed a major error that broke the game in different places. The quests especially affected by this error include Sports of Kings, Pestilence, Questions and Answers. Fixed the problem with the missing Eric in a quest called The Die is Cast. Other minor bug fixes. Known problems: Rarely you can block a non-existent enemy. The rare attacker stops working. The random character rotates during the lock. A player with a fitted bow cannot be dismantled. Disabled. kingdom come deliverance bug fixes ps4. kingdom come deliverance bug fixes pc

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