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## 1.2 patch

Posted by El\_Nino - 2008/12/08 11:24

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Call of Duty: World at War 1.2 Patch Soon

Tuesday, December 2, 2008, 09:57 PM

Posted by Administrator

We're starting to get word of what exactly will be featured in the Call of Duty: World at War 1.2 patch.

- Server Authentication Failure" will be fixed
- FPS is shown again (/cg\_drawfps)
- Record function will be activated again
- Colored names can be shown again
- An error when reaching a prestige-level will be fixed
- Coop-server will be shown in the browser in a better way
- Name-tag will be shown through walls, when the player has been hit, will be fixed.
- Bluescreen when quitting will be fixed.

Found this earlier don't know the release date but I was reading one site which claimed 12/2/2009 which cannot be true it's just to long to wait.

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## Re:1.2 patch

Posted by ORCA - 2008/12/08 12:15

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I have read that a new DLC - Down Load Content is due for Q1 2009 and its supposed to be something different, so maybe that was the date reference for that.

1.2 Should hopefully be around Xmas/Early New Year as there are too many people who have Prestige'd now.

Plus they have hinted at COD4 Part 2 for Nov time...

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## Re:1.2 patch

Posted by Pooty - 2008/12/08 13:17

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COD4 part 2???? OOOOoooooh..... exciting..... only 12 months to go!!! :angry: :angry:

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## Re:1.2 patch

Posted by El\_Nino - 2008/12/09 16:24

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I read a horror story regards COD4part2.

Apparently its full title is Call of Dury Modern Warfare 2.

1 story I read was a sci-fi version where you travel back in time and fight as the Germans, Allies, and Russians etc in WWII then back to now and then fighting in the future with lazer guns and acid grenades with multiplayer mixing the 3 also a Jap warewolf mode soulds like a horror story to me couldnt imagin it being any good at all.

Another story was it carries on from Modern Warfare, which I can only imagin will be the same as COD4 with same weapons just new maps. I think they need to go further than this otherwise it will be like running COD4 on custom maps they need to include a larger range of vehicles. One piece of news is infinity ward are making this game.

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