
Mercenaries 2: World in Flames (TM) PATCH

Version 1.1

12-SEPT-2008

PATCH NOTES

Below you will find information regarding the first patch for Mercenaries 2: World in Flames (TM) and details which can help improve the users experience while playing the game.

IMPORTANT INFO:

Instructions for installing the Mercenaries 2: World in Flames (TM) patch follow:

1. Download the patch to a temporary directory of your choice.
 2. Double-click on the patch executable to launch the patching installation program.
 3. Click "YES" or "NEXT" to any dialog boxes that appear.
 4. Wait for the patch dialog boxes disappear and run the game as usual.
 5. Enjoy blowing things up!
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UN-INSTALL:

Un-installation of this patch will not occur automatically. The user will have to manually browse to the directory where Mercenaries 2: World in Flames (TM) has been installed. Next the user can rename or delete the executable "Mercenaries2.exe". The back up executable file for Mercenaries 2: World in Flames (TM) is located in a directory named "BACKUP" which is located in the games default root directory. Copy the executable from the "BACKUP" directory to the main installation directory and rename it to Mercenaries2.exe manually. Once the user has performed all of the above steps, the user can either double click on the executable from the installation directory, or run the shortcuts that the game created when it originally installed. This will restore the game to the same state it was in prior to any modifications that the patch created.

RESOLUTION ISSUES:

There are issues with portions of the screen being cut off when displaying the game at high (HD) resolutions on certain cards. Please adjust the scaling of your monitor manually to prevent or lessen the occurrences of this issue happening.

This is a known issue with the ATI 1900 series of cards.

*ADDITIONAL INFORMATION:

Mercenaries 2: World in Flames (TM) allows the user to select the same native supported resolutions that Windows reports available via the graphic driver. This means that the while in the game the user will only be able to select the same resolutions that are displayed in the Windows display properties.

PLEASE NOTE:

USING A DVI INTERFACE CABLE TO CONNECT YOUR DISPLAY TO YOUR VIDEO CARD CAN SERIOUSLY LIMIT RESOLUTION CHOICES AVAILABLE BOTH IN GAME AND IN WINDOWS DISPLAY PROPERTIES.

BUG FIXES:

- When the user sets the shader level to low in the options menu, the user can set the shaders back to high again.
 - The user can now cancel a contract by using a controller.
 - The user can set the volume levels to high and low using the mouse properly now.
 - When the user fails to find another player using "Custom Match" the menu options function normally.
 - Joystick sensitivity now operates as designed.
 - Adjusting the view distance from the main menu functions properly now.
 - The user can no longer create accounts using "spaces" in their names, thus allowing them to search online for names properly.
 - Paper animations have been removed from the game.
 - All common 16:9 and 4:3 resolutions are now available.
 - ****NOTE: DVI Cable connections will only return a limited number of resolutions****
 - Default brightness now works when selecting the "Default" setting.
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