

# Battlefield 2142 1.05 Patch Released

Contributed by Serenity  
Wednesday, 22 November 2006

EA have released the next patch for Battlefield 2142

[b]ISSUE FIXES [/b]

- \* Ground Defence kills now count towards Ground Base Defence Ribbon
- \* Using the Medic Hub now counts towards Silver Medic Excellence Badge
- \* Silver Titan Destruction - Badge awarded when core is destroyed
- \* Debriefing End of Round screen displays player stats
- \* Enemy Squad Leader Spawn beacon is no longer visible on the 3dMap
- \* Can now bind same key to crouch for common and land vehicles
- \* User now unable to repeatedly spam a squad leader to join a locked squad
- \* Spinning tank turret no longer pushes player inside clipped geometry
- \* Users can play single-player (offline) mode when EA servers are unavailable
- \* Fixed issue that caused Battlerecorder Playback And Camera Control Interface function
- \* Corrected missile silo numbers in Titan Mode
- \* Squad Leader Spawn Beacon can now be used after a round or map change in online games
- \* Missing game information in Swedish and Danish when a mutiny occurs against your commander added
- \* Inconsistent game references removed
- \* BF2142 showing up as Battlefield 2 in Windows firewall exception list fixed
- \* Patching update message will shut the game down instead of minimize if EA Link is installed on users machine
- \* Stats tracking optimizations
- \* Revised AR's deviation per bullet
- \* Titan no longer moveable by the Commander once Titan shields are down
- \* Installer checks for BF2142 running in the background before installing patch
- \* Improved player collision protocol
- \* Optimized EA Master Server connection calls

The files can be  
downloaded here:

Battlefield 2142 Patch 1.05:

-

Electronic Arts

-

3D Gamers

-

Ausgamers

-

Computergames.ro

-

Filefront

-

FilePlanet

-

Game Fusion

-

Internode Games Network

-

K-files.de

-

SeeMePlayMe

-

Strategy Informer

-

Worthplaying