

PAYDAY 2 Update 68 Changelog

Gameplay

- **Side Jobs:** Added new daily and weekly side jobs.
- **Skills:** Fixed interacting with objects in casing mode with aced sixth sense.
- **Transport: Train Heist:** Fixed an issue where bodies might fall out of reach of the player
- **Carshop:** Fixed a navigation issue in regards to storage doors.
- **Carshop:** Fixed a broken light.
- **Carshop:** Fixed an issue where the C4 was given to the host when a client picks it up.
- **Carshop:** Fixed an issue with the objectives.
- **Meltdown:** Added a collision to prevent players from getting stuck.
- **Meltdown:** Fixed an issue with the "There was a car!?" Achievement.
- **Meltdown:** Moved a crowbar that was possible to acquire through the wall.
- **Meltdown:** Fixed an issue where explosion barrels did not sync correctly.
- **Shadow Raid:** Fixed an issue where bodybags thrown in the water will respawn on the level.
- **The Bomb:** Fixed an issue where bodybags thrown in the water will respawn on the level.
- **Hotline Miami:** Fixed an issue where the player could fall through the level.
- **Hotline Miami:** Fixed an issue where the player could get stuck on a chair.
- **Framing Frame:** Fixed a navigation issue.
- **Bank Heist:** Fixed a spot where lootbags could get stuck out of reach for the player.
- **Big Oil:** Using Loud equipment now triggers the assault.
- **Rats:** Fixed a bug where the players could open the safes without alerting the gangsters.
- **Nightclub:** Fixed a pathing issue regarding some doors.

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Code

- **Vehicles:** Fixed issue where a player going into custody would not be placed correctly in spectator mode, if other player is in the vehicle.
- **Vehicles:** Fixed an issue with AI exiting vehicle.
- **Vehicles:** Fixed issue when client would crash when entering full vehicle.
- **Vehicles:** Added accelerate and break to RT/LT on controller.
- **Vehicles:** Can't be tased in a vehicle.
- **Performance:** Shadow quality can be changed through the advanced video settings.
- **Performance:** GPU flush can be changed through the advanced video settings.
- **Player:** Fixed a rare random crash.
- **AI:** Slight change in AI attacks.
- **AI:** Fixed crash when player would enter spectator mode on team AI.
- **AI:** Fixed a crash from AI failing to find a path.
- **Skills:** Fixed an issue with skills after going infamous.
- **Spawning:** Fixed a crash when spawning with a newly bought or mode weapon.

Weapons

- **Peacemaker .45 Revolver:** Fixed issue with reloading after exiting vehicle.
- **Peacemaker .45 Revolver:** Fixed issue with reloading.
- **Melee:** Fixed a crash with third person melee weapons.
- **Shotgun Ammo:** Dragon breath now should only pierce through shields.
- **Shotgun Ammo:** Fixed a miscalculation on shotgun ammo.
- **Repeater 1974 Sniper Rifle:** Fixed an issue with the silenced barrel.
- **Dynamite:** Change to dynamite effect.
- **Akimbo:** Fixed a rare crash when using akimbo pistols.

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- **Fire:** Better sync for fire animations.
- **Fire:** Better stability for fire.
- **Explosion:** Fixed a miscalculation on explosions against bulldozers.
- **Plainsrider Bow:** Fixed an issue with the melee animation when using the bow.
- **Plainsrider Bow:** Fixed a graphical issue on the bow.
- **Plainsrider Bow:** Fixed an issue when a sync would fail and some arrows would disappear.
- **Plainsrider Bow:** Fixed an issue where bow did not calculate accuracy.
- **Plainsrider Bow:** Fixed a crash when using the bow.

GUI

- **Endscreen:** Can now show more unlocks during the endscreen.
- **Hud:** Added decimals to experience to next level and experience gained.
- **Hud:** Names will not be capitalized anymore.
- **Vehicle:** Fixed issue with vehicle label would be applied twice in some cases.
- **Masks:** Some GUI changes to the mask customization to make the information more readable.
- **Masks:** Choosing a pattern without having a color picked will make a mask revert to default until a color has been picked.

Animation

- **AI team mates:** Fixed an issue when teammates walked.
- **Grenade:** Fixed an animation issue when throwing a grenade.