

PAYDAY 2: Update 71 Changelog

As always, after any update to PAYDAY 2, please update or uninstall your mods if you experience crashes of any kind.

View the update at <http://www.overkillsoftware.com/games/ninjaback/>

The Golden Grin Casino

- Fixed an issue where players could get stuck behind the cupboard door
- Fixed an issue where the cage didn't spawn if players bought the blimp escape
- Fixed an issue where the gambler who's carrying the keycard sometimes walked into the hotel room area
- Fixed an issue where several civilians panicked in stealth
- Fixed an issue where enemies could shoot through walls in the vault
- Fixed an issue where players could stay undetectable in a security room
- Fixed the description on the Battery Asset
- Fixed a graphical issue in the vault
- Added one more guard on the OVERKILL difficulty
- Added two more guards on the Death Wish difficulty
- Fixed an issue where several guards never moved
- Reduced the damage taken from exploding fire extinguishers
- Added visual effects when using the slot machines
- Fixed a graphical issue in the doorway to the hotel room
- Fixed several z-fighting issues in the hotel room
- Fixed a hole in the pool area
- Fixed a collision issue on a door
- Fixed a graphical issue on a staircase
- Fixed an issue where information were missing in the preplanning
- Fixed an issue where a guard sometimes checked the vault when the drill was in place
- Reduced the weight on the Dentists loot

The Alesso Heist

- Fixed an issue where a camera sometimes triggered the alarm before the player got detected
- Fixed an issue where the team AI followed the player in stealth
- Fixed an issue where the female civilians could not be highlighted
- Fixed an issue where players couldn't puncture the basketballs
- Fixed several z-fighting issues

Meltdown

- Fixed an issue with law enforcers floating in the air
- Fixed a progression blocker if players drove the Forklift into the vault
- Fixed an issue where players could get stuck behind container doors

Firestarter Day Two

- Fixed an issue where players couldn't use the Camera loop skill on a camera because it was misplaced

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Hotline Miami Day One

- Fixed a collision issue in an alley
- Fixed an issue where the Russian gangsters didn't scale correctly on the Death Wish difficulty

Hotline Miami Day Two

- Fixed an issue where repelling law enforcers were clipping through a wall
- Fixed an issue where the Commissar and the Russian gangsters didn't scale correctly on the Death Wish difficulty

The Diamond

- Fixed several nav graph issues
- Reduced the weight of the scroll loot bags

Armored Transport: Train Heist

- Fixed an issue where players couldn't answer a pager if the body was located under the train
- Fixed miscalculations with the potential EXP reward
- Fixed an issue related to the size of the secure loot zone

The Bomb: Forest

- Fixed an issue where players could fall out of the map

Hoxton Revenge

- Fixed an issue where the escape arrived too early
- Fixed an issue where enemies could pass through boarded windows
- Fixed an issue where players could disable the alarm through a wall
- Fixed an issue where some Bain lines were triggered at the wrong time

Hoxton Breakout Day Two

- Fixed a graphical issue on several boxes
- Fixed an issue where textures were missing on several objects

Bank Heist

- Fixed a collision issue in the copy machine room

Election Day: Warehouse

- Fixed an issue where players could hack the voting machines through the cages
- Fixed an issue where keycards spawned under boxes

Jewelry Store

- Fixed an issue where players could stay undetectable in certain areas
- Fixed an issue where players could throw loot bags out of the map
- Fixed an issue with the collision on the police cars

Diamond Store

- Fixed an inconsistency issue with the difficulties

Mallcrasher

- Fixed an issue where players could stay undetected inside several counters

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Rats Day One

- Fixed an issue where players could hide under planks and stay undetected

Rats Day Two

- Fixed an issue where players could open the safes in front of the thugs and stay undetected

Four Stores

- Fixed an issue where players could hide behind an ATM and stay undetected
- Fixed an issue where a sign was placed upside down
- Fixed an issue where some security cameras weren't activated

Watchdogs Day One

- Fixed an issue with a misplaced lockpick interaction point
- Fixed an issue where players could get stuck behind a door

Big Oil Day One

- Fixed an issue where the team AI didn't react to the alarm being triggered
- Fixed an issue where the team AI spawned on top of each other

Ukrainian Job

- Fixed an issue with floating objects

Escape: Garage

- Fixed an issue related to the size of the secure loot zone

Weapons

- Fixed an issue where stats didn't show on Special weapons
- Fixed an issue where the flashlight didn't work on the Raven Shotgun
- Fixed several issues with misaligned sights

Skills

- Fixed an inconsistency issue with the ammo when reloading a Sentry Gun
- Fixed an issue where Shock Proof was applied to the team AI

Perk Decks

- Fixed an issue where players got more health by switching between certain perk decks
- Fixed an issue where perks from the Rogue perk deck stayed when switching to other perk decks

Achievements

- Fixed a description issue with the "M.F. Stev" achievement
- Fixed an issue where the "Sleeping with the fishes" achievement didn't work properly for clients
- Achievements can be awarded during offline mode and will be synced next time you go online

Sidejobs

- Fixed an issue where "Vlad is mad" didn't work properly
- Fixed an issue where players couldn't get the OVE9000 modifications unless they owned the OVE9000 related skills

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Vehicles

- Fixed an issue with the sight being misaligned when leaning out of a vehicle window
- Fixed an issue where players could see through vehicles while being in custody

Sound

- Fixed an issue where Chains yelled "Bonnie" when yelling at Sokol
- Fixed several issues related to the voice chat
- Fixed several issues related to the sound on vehicles

AI

- Fixed an issue related to alerted guards walking through walls and floating in the air

General

- Fixed an issue where loot bags could disappear from the map if it was carried by a player that got disconnected
- Fixed an issue related to items disappearing from the inventory
- Fixed several issues where Clovers hair clipped through certain masks
- Updated the Frag grenade inventory icon
- Using the "Tab" key in-game will show the name of the track that is currently playing

<http://www.overkillsoftware.com/>