

PAYDAY 2: Update 75 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/yakuzacharacterpack/>

Weapon

- Adjusted the Laser sight so it's in the middle of the player's aim
- Fixed an issue where some weapon modifications didn't have all their values displayed in loadout
- Improved weapon sway functionality when using sniper scopes
- Fixed an issue where weapons would snap when fired during aiming down the sight
- Fixed the Bronco's preview to be correctly positioned on the screen

Mechanics

- Adjusted where a player spawns when dropping into a game
- Fixed an issue where the revive timer would freeze for the downed player if the reviving player leaves the game
- Fixed a crash that could occur if a player in custody spectated a player in a vehicle
- Changed so that the reward in the Side Job feature now works the same way as the PAYDAY Loot Drop
- Fixed an issue with how cops shoots at team AI sitting in vehicles
- Fixed an issue where the player could have more than one ingredient stacked in their inventory but all would be consumed when intending to just use one
- Fixed an issue where explosion damage could be blocked by dead bodies

Audio

- Reconnected Bain's mic during Framing Frame Day 1 and Art Gallery so player can hear his voice again
- Made Jacket erase one of Dragan's lines for killing shields from his tape recorder
- Fixed so that when hovering over a contract in CrimeNet Bain's brief will be more varied

Perks and Skills

- The Killer Instinct perk description from the Rogue perk deck has been changed to match how the perk works
- The Equilibrium skill description has been changed to match how the skill works
- Fixed an issue so that the Bullseye skill was adjusted to work according to the newly changed value in the description
- Fixed so that the text in Giant Strength perk in Muscle perk deck display the correct value given to the player
- Fixed so that the Ambidexterity perk in the Hitman perk deck now gives the correct value
- Fixed so that the Bag of Tricks perk in the Burglar perk deck now gives the correct value

Menu

- Fixed an issue where clicking on multi-choice options text in the menus would always toggle next

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Experience System

- MELTDOWN
 - Experience is now split over several objectives
 - Every additional loot bag rewards experience and bonus experience is rewarded for taking all additional loot bags
- CAR SHOP
 - Experience is now split over several objectives
 - Every secured car rewards experience
- THE BOMB: DOCKYARD
 - The experience rewarded for the heist has been increased
 - Experience is now split over several objectives
 - Every additional loot bag rewards experience
- THE BOMB: FOREST
 - The experience rewarded for the heist has been increased
 - Experience is now split over several objectives
 - Every additional loot bag rewards experience
- THE DIAMOND
 - The experience rewarded for the heist has been increased
 - Experience is now split over several objectives
 - Every additional loot bag rewards experience
- THE BIG BANK
 - The experience rewarded for the heist has been increased
 - Experience is now split over several objectives
 - Every additional loot bag rewards experience
- ARMORED TRANSPORT: TRAIN HEIST
 - The experience rewarded for the heist has been increased
 - Experience is now split over several objectives
 - Experience is given for each individual bag secured rather than set at a certain number of secured bags
- ARMORED TRANSPORT
 - The experience rewarded for the heists has been increased to match the time it takes to complete them on average
- SHADOW RAID
 - The experience rewarded for the heist has been increased
 - Experience rewarded for each additional loot bag has been significantly increased

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