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Cyberpunk 2077 ps4 patch day one

Cyberpunk 2077 receives patch 1.52, now available to download on PS5, PS4, Xbox Series X|S, Xbox One and PC. This update introduces a new batch of improvements and fixes at all levels, especially on the technical side. We tell you the highlights. Cyberpunk 2077 patch 1.52: the highlights Console-specific Memory improvements and crash fixes on next-gen consoles.Minor UI optimizations.[PlayStation 5] Importing a save while not connected to the PlayStation Network will no longer block the option to continue the game.[PlayStation 5] Fixed an issue where a corrupted save was created when a player tried to import a PlayStation 4 save when no saves were exported.[PlayStation 5] Wet roads will now be as reflective as on the PC version.[PlayStation 5/Xbox Series X] Changing the preset in Video settings will no longer set all the Graphics options to ON automatically.[Xbox One/Xbox Series X] Disconnecting the controller and entering the pause menu at the same time will no longer result in the player being stuck. Gameplay Fixed an issue that could cause wrecked cars or multiple Nomad cars to spawn in traffic when driving fast.Fixed an issue where first equip animation could be played repeatedly after recovering a throwing knife.The Laminate-armor Media Ballistic Vest can now be found as loot in Japantown.Fixed an issue where the recon grenade highlighted non-hostile crowd NPCs. Quests Players won't be able to purchase again an apartment makeover they already own anymore.Added the showering interaction to the Nomad Camp.It won't be possible to hack the Northside apartment before completing Act 1 anymore.Fixed an issue where Open World combat events and some scenes could remain disabled after visiting Afterlife until the player fast traveled within Watson. You can read the full patch notes for this Cyberpunk 2077 patch in the source of this news. They come after the next-gen improvement introduced in version 1.5. Source | CD Projekt Red Patch 1.5 is coming soon to PC, Stadia, and consoles.It brings various improvements to the game, numerous shant and gameplay fixes, as well as a number of free DLCs. On top of that, it contains the next-generation update, which will allow Cyberpunk 2077 to take advantage of the additional power of the Xbox Series X|S and PlayStation®5 hardware.Here's what the update brings to each platform:Below you can find the list of the most notable changes coming in this update.NEXT-GEN EXCLUSIVESAdded ray-traced local light shadows.Implemented native achievement support on next-gen consoles. Note that as the next-gen version has a different SKU, PlayStation trophies obtained in backward compatibility will not be transferred. Xbox achievements will automatically appear on the new version using the Smart Delivery feature.Introduced two graphics modes on PlayStation®5 and Xbox Series X:Performance ModeEnsures smooth gameplay at 60fps with dynamic 4K scaling.Ray Tracing ModeProvides photorealistic shadow rendering as well as gameplay at 30fps with dynamic 4K scaling.The Xbox Series S version has no graphics mode selection and is by default presented at 30 FPS in 1440p with dynamic resolution scaling.Added performance improvements which significantly decrease the number of FPS drops and improve rendering quality.Balanced HDR to achieve parity across all platforms.Various visual quality improvements.Added Activity Cards for PSS.Added Spanish voiceover support in the Americas (PlayStation codes: CUSA-16596 and CUSA-16597). Due to technical constraints, it is available only on next-gen consoles. For further details on language support see: Xbox, PlayStation.Implemented support for spatial audio on PlayStation 5 for 3D-audio-enabled headphones and built-in TV speakers via PS5 's Tempest 3D AudioTech solution.Implemented the use of adaptive triggers on PS5 controllers.Haptic feedback is now customized based on in-game activity. The controller's built-in speaker is used for holocalls, text messages, and everything that happens in V's head.ADDITIONAL CONTENTThis additional content is available for players on all platforms.ApartmentApartments can be rented (with a one-time fee) when encountered in Night City or through the EZEstates website when accessed through the computer in V's Megabuilding H10 apartment. They become available after completing the Playing for Time quest. It's possible to rent all apartments at the same time. All apartments share the same stash.Available apartments:Northside, Watson (€5,000)Japantown, Westbrook (€15,000)The Glen, Heywood (€40,000)Corpo Plaza, City Center (€55,000)Additionally, you can now customize V's starting apartment in Megabuilding H10 using the EZEstates website for €310,000.Some interactions in the apartments provide a temporary buff:Take shower – applies the "Refreshed" status for one hour.Refreshed: Allows you to regenerate Health during combat. Health will regenerate on its own up to 60% of the maximum threshold.If you possess the Regeneration perk, this increases in combat Health regen rate by 20% and your Health regen threshold by 20%.Go to sleep - regenerates health and applies the "'Rested"' status for one hour.Rested: Gain +20% Skill XP.Brew coffee - applies the "Energized" status for one hour.Energized: +25% Max Stamina, +30% Stamina Regen."Appearance CustomizationYou can now tweak certain features of your appearance (such as hair, makeup, piercing, etc.) when using the mirror in any of your apartments and safehouses. It's free and you can do it as often as you like. Character customization also includes more makeup and hair color options. Who's the fairest of them all, now?What's New at Wilson's?You can check out new items in Wilson's 2nd Amendment store in Megabuilding H10 or look for them while exploring Night City.2 new weapons: Darra Polytechnic Umbra (Power Assault Rifle), Budget Arms Guillotine (Power Submachine Gun)4 new weapon scopes: Kang Tao Jue long scope, Tsunami Gaki sniper scope, Arasaka Kanetsugu short scope, Handyman short scopeNew type of weapon attachments - muzzle brakes: 10 new muzzle brakes: 5 for handguns (RC-7 Ifrit, RC-7 Liger, RC-7 Dybuk, RC-7 Kutrub, RC-7 Babaroga); 5 for assault rifles & submachine guns (RC-7 Aswang, RC-7 Varkolak, RC-7 Zaar, RC-7 Yokai, RC-7 Strigoj).New Poses in Photo ModeWe added a number of new poses in Photo Mode, including poses for Johnny Silverhand (only available in flashback scenes when playing as Johnny).LIVING CITYCombat AIMultiple fixes and improvements to NPC meele and ranged combat AI and reactions, including taking cover, positioning, reloading, equipping weapons, dodging, blocking and many others.Multiple improvements to dismemberment triggers, hit reactions and death animations, adding greater impact to ranged and melee combat.Enemies are now much better at blocking and evading (Kerenzikov) attacks. The heavier the weapon, the easier it is to hit. The opposite is true for evading.Further diversification of melee and ranged combat behaviors for different factions: reckless, aggressive, balanced, defensive and cautious.Followers now contribute more in combat but can be defeated and temporarily disabled if they receive enough punishment.Numerous fixes and balance changes to netrunner combat.Crowd ImprovementsAggressive crowd behavior: certain NPC archetypes can and will enter combat with the player when provoked by the player when fighting. Due to some technical challenges, this change is not available on the previous generation of consoles.Time skips affect the state of NPCs, as well as reset the state of the devices, environments and certain scenes.Improved crowd reactions, pathfinding and despawning.Drive ModelIntroducing our all new Burn Out Model Hold Gas + Brake to engage, steer to rotate. The old system only allowed rotating on the spot, now try modulating the inputs to see what you can do! Try brake stands, donuts, drifts or heat up the tires to do a drag-race style launch with a High Grip boost. The system now works at higher speeds, so you can hit the brake with gas applied on corner entry to cause oversteer on most cars. Keyboard users can optionally use new Secondary bindings on arrow keys (some keyboards ignore the third key press when just using WASD), but gamepads allow the most control of the system (as gamepads in general provide the driving experience preferred by a vast majority of players).New Braking system produces consistent performance, front to rear, across all speeds. ABS simulation added. All vehicles brakes have been tuned to the new model.Engine simulation improved. Clutch simulation added. These changes improve resistance forces from the engine when shifting, helping to remove unwanted wheel spin events.Gearbox simulation improved. Much improved downshifting behavior. Transmission now realistically downshifts and has smarter shift logic to keep the engine in its sweet spot. Forward Reverse shifting has been totally reworked, allowing for J-Turns / Rockfords. Motorcycles improved. All of the above improvements help to make them more stable. Additionally, steering model improvements have been added, and they have been returned.Tune improvements to various cars. Quadra Type-66 (all models, especially Avenger), Mizutani Shion (especially MZ2), Herrera Outlaw (major pass) & base MaiMai all had steering improvements implemented and more.Added adjustments to first-person perspective to all vehicles that needed it. In addition, Nomad vehicles with CrystalDome technology are now digitally aim objects obscuring view.Vehicle trafficVisual improvement to traffic movement and suspension.Panic reaction to danger: traffic now has the ability to drive away in panic from danger. NPC passengers can now die from car crashes.Reactions to fender benders: vehicles now have a wider range of reactions to being bumped into, and will recover and return to traffic more smoothly.GAMEPLAYBalanceVarious changes related to the economy, including increased rewards from jobs and Open World activities and
decreased prices for vehicles and cyberware.Rebalanced and improved functionality of clothing mods. Adjusted the amount of modification slots available on clothing items. Categorized the mods to fit only specific clothing items. As a result, all equipped mods were moved back to your inventory. Go to the Inventory screen to re-equip them in accordance with the new rules.The "Easy" game difficulty is now moderately more challenging.Introduced 2 new stats replacing Evasion: Mitigation Chance and Mitigation Strength. Mitigation Chance determines how often the player has a chance to reduce incoming damage. Mitigation Strength determines the percentage by which damage is reduced (50% by default).Components that used to increase Evasion now affect Mitigation. For example: the Reflexes attribute, perks such as Mongoose, Vanishing Point, Human Shield, some clothing mods and cyberware, and more.Rebalanced Damage Over Time effects, generally reducing primary damage effects such as Burning, Bleeding and Poison.Reduced chance to disrupt trajectory of smart bullets by Tyger Claws' Glowing Tattoos ability.Added a quieter way to escape the NCPD when the heat is on. Instead of fleeing a certain distance from the most recent crime scene, V can opt to hide within the search area, although it will take longer for the police to stop looking.CyberwareIt's now possible to sell unused cyberware at a Ripperdoc.Cooldown duration is now properly described in the tooltip of Blood Pump cyberware.Made it possible to interrupt the Revealing Position hack by damaging the netrunner or by having immunity from Self-ICE cyberware.Activating Berserk will now double Stamina instead of granting an infinite amount.Tranquilizer Rounds in the Projectile Launch System no longer affect non-human NPCs.Reduced the ricochet number of the Legendary Ballistic Coprocessor to 1, but grants a 50% bonus to ricochet damage.Trajectory Generator (Kisshi Optics mod) has been changed to Threat Analysis and now grants a 2% Mitigation Chance. 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