
Rise Of The Witch King Patch 2.01 No-cd Crack |TOP| Download

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the mod itself is open source and is in many ways more useful as a tool and a resource than a game. as such, if you want to start doing with with mods you should follow this guide. you will not require any specific computer, and you don't have to run the program. many items and parts are still missing, but i am currently working on that. this mod is really designed for ease of use, even though it is technically more advanced than some others out there, as using it shouldn't be a hindrance. the mod is one of my main projects and is currently in alpha testing. i do ask that you sign up to the already existing bffmm discord server and if you have any ideas, any problems or questions please come on over and ask them. please note that this will return the mod to its original state. on most modpacks this should take a few minutes but the current version will take longer, around 2 to 3 hours. this will basically update everything that you have installed to the most recent version of the mod. i only allow one-time users of the mod to contact me and expect most requests to be met within a week. i do not allow you to ask for help on the already existing bffmm discord server. this mod is mine and all the help i offer is unofficial and is done for you. the server will also help you get help from fellow users if you need it. to conclude this chapter, here are some of the more notable changes in this patch, listed by category:gameplay- automated structures have a new tool to watch them auto-build, which will turn on and off depending on your needs. - unit ai is changed to a new "steering wheel" control, where players can individually command the units' skills and health. in addition, you can issue a single command to all your units simultaneously (activated by the "group" key) or multiple orders simultaneously (activated by the "multi" key).- unit ai will now be contingent on certain conditions, such as previous interactions with nearby units, nearby objectives, and nearby ongoing missions. - during "autocasting" missions, the troops automatically cast level 1 spells and use level 1 items. - context-sensitive features on ability bars, keyboards, and the status screen can now be toggled on and off individually. - calibrated health heals back in the event of a death blow.- disruptor and heal spells will now be cast based on the current state of the respective spell power/hit points bar.- a new "ai mode" can be enabled in the "game options" section that turns off the ai completely. if this is selected, you have to carry out every command yourself. - a new "loose play" mode can be enabled that makes the game much more forgiving when you die.- players can now use a key to teleport (this is the "hybrid" version of the teleport capability that was added in 2.01.)- the cooldown on abilities and items has been raised for most of them (see "gameplay" section, above.)- various screen resolutions, languages, and fonts will now be detected and supported automatically by the game.- when a game crash/freeze occurs, a "notification" window will pop up and inform you of this, with instructions on how to fix it. - players can now use the "close to" location service to launch games and item pick-ups at select times. - various item icons have been updated to clarify their effects (e.g. "unlock 1 faction" for the 1 faction unlocking ability.)- voting on

custom game options in 2.01 is now displayed as a "yes" or "no" option, instead of only a "yes" or "no".- players can now use items that give them a stat boost for a limited amount of time (such as the legend sword, which gives you an initial +2 magic or +2 health for a limited time).- players can now use items that are earned as rewards, as well as from drop tables and quests. - spells and items cast by other players (stoneskin and muffle) have been added, along with various other new spells and items. some spells are unique to scourgestones, others to bloodstone stones. - multiplayer diplomacy is now available in this patch. in 2.01 this was only available to hosts.- the client "kessler's reports" screen has been replaced with a new "status report" screen.

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