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Topic: Call of Duty 5

Call of Duty: World at War PC Patch 1.1

Notes:

Mods are now enabled in Co-op, Single Player, and Multiplayer. Players will now be notified when a new patch is available. Improvements for SLI support. G_Spawn: no free entities crash has been fixed. Server no longer runs out of script variables. License key is no longer required to run a Dedicated Server. A Dedicated Server can now be started from the Command Line via Remote Desktop Connection. Various fixes in Server Browser. Players will no longer see multiple friend invites from the same friends. When a player calls in a recon plane in a Hardcore match, the HUD will properly appear. Clan Tags will now display in game where appropriate. Map holes fixed. Spawn improvements and weapon balancing

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