

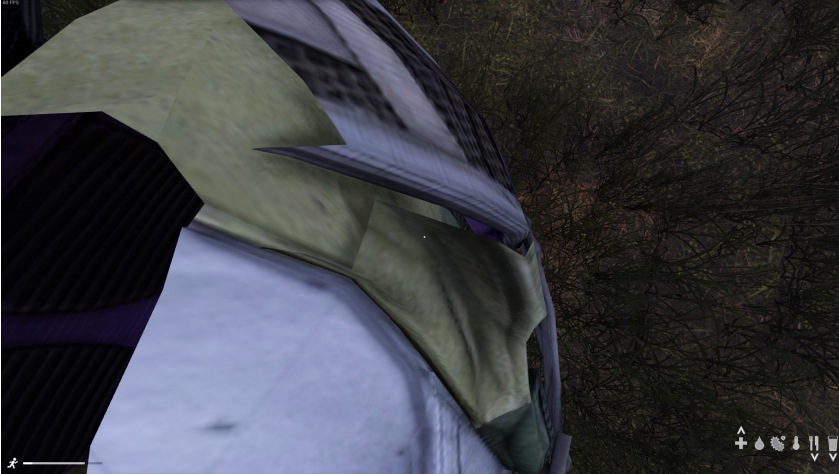
DayZ 0.63 notes

19 May 2018 12:28

First person server - Feedback - Stress Test 11 19.05.18

1.

- Many servers with BattlEye problems
- After an infected attack, bandaging didn't solve my health depleting until dead. Perhaps other reason but happened after zombie encounter
- Opening doors often has doors pushing back into you and pushing you backwards
- Low textures on clothes in 1PP look terrible when looking down. Also able to see through body at times



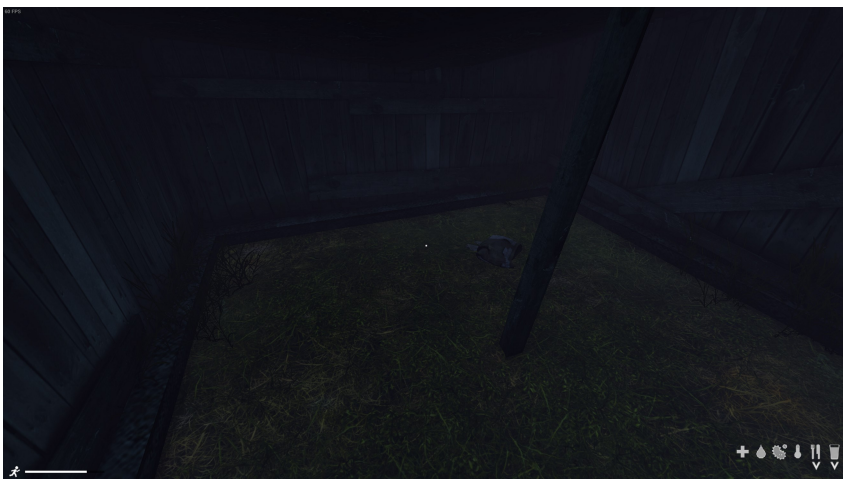
- Cant prone
- Inventory needs an artists pass - combine/swap function is clunky and other aspects in interface not ideal or aesthetically pleasing for a 2018 game
- Sprint bar colour too difficult to tell from full bar colour (white/off white)
- Sound/audio tail-off too severe when entering a building (especially when raining)
- [F] - on screen menu too jerky sometimes and difficult to activate in a hurry when being chased by infected
- Loot hovering on red/white radio towers and brick cafes in bar area



- No foot sounds on wooden bridge near lighthouse between elektro and cherno



- Fell off lighthouse due to no F command showing
- No broken bone sounds, seemed to resolve itself quickly and back to full running speed
- Central pole in shed occlusion culls loot. Loot vanishes when behind the pole



- Rags dropped to floor when crating from a hoodie - even though I had space in pack
- Animation for cutting bush down made knife float above hands using search animation
- Inventory far too bright at nighttime
- Tree clipping big tin building between Prig and Cherno
- Flare lighting effect continues after its run out when in hands and when dropped. Can put into backpack as a light source after running out.
- Server kicked messages overlap reload/what's in hands information on bottom left of screen

Creeping around a small military camp, aggroing a zed (little buggy and catching on assets) then killing him and backing away watching infected swarm the area I was previously at, but not aggroing me, was GLORIOUS.