Metalheart International Version Patch ver. 1.2   20/11/2005

#	Description	Change reason
1	In the dialog with Doc Scagnetti in Kresp the face of Lanthan is displayed instead of doctors face.	dialogue
2	In the Kresp bar there is an object without name being sold.	script
3	In the pumping station after localizing of the drunken mutant and on quest end they tell us that the reward will be 100 but in the reality it's 500.	script
4	After starting of nomad quests, Lanthan tells in the dialog with Sahiri in Kresp that he still hasn't found the nomad chosen ones near the bar.	script
5	MG Hurricane has switched sounds for burst and single shots.	script
6	Can't put on the radiation suit on NPCs, so the replicants can die in caves.	script
7	Volcano- a box with a present is set.	script
8	The dogs respond on bait now.	script
9	Empire clon lab- the difficulty script is raised, so you have to use spezial tactics to pass it.	script
10	Changed postures in the battle didn't respect the remaining AP	exe
11	The Metalheart group members can't be taken with alt, otherwise the story line breaks.	script
12	The sign on second enter into the Nomad teleporter doesnt appear.	script
13	Scrolling speed on the global map should be higher.	exe
14	Jeremy the Nail changes his default weapon to a lighter.	script
15	Robots often wrongly take their turn	script
16	Scripts in the final scene work sometimes not correct, on return to earlier locations.	script
17	Superweapons doesn't have crouch & creep.	exe
18	Sheris face on lanthans voice in the sarkophague scene.	script
19	Bullet prices depend on amount.	exe
20	In the Shori village, shells must be sold.	script
21	The card doesn't give rebate if is in quickslot and not in the inventory.	exe
22	The guitar playing mutant may be met in the mountains, but he refuses to join the team.	script
23	Dependence of endurance on endurance level	exe
24	Healing device NBT - new price in shops	script
25	V - display of task version	exe
26	The game version is now saved in saved games.	exe
27	If the spider egg was taken many times, the experience grew.	script
28	The time goes slowly during the battle.	exe
29	Scorpiolas appear near the historian only after the begin of the hunter quest.	script

#	Description	Change reason
30	The game version is now saved in saved games.	EXE
31	If the spider egg was taken many times, the experience grew.	Script
32	The agency now gives the photos of the task places.	EXE
33	The time goes slowly during the battle.	EXE
34	Scorpiolas appear near the historian only after the begin of the hunter quest.	Script
35	The adding of object into inventory is fixed.	EXE

36	after detecting, disarming and picking up of mines the mine neutralizer searches for them again	EXE

37	!heris -> Cheris .	dialogues
38	person with members card don`t recive discount but any other party members do	EXE

39	No way in the next location after "load game" (first location – the desert)	script

40	'X' – show all exit areas	EXE
41	slots restore after shopping	EXE
42	change the 32/16 color depth by LSHIFT and LB-click over the resolution window in the menu options	EXE
43	Start of the dialogue for trishgain in cosmopor	EXE, script
44	Support of intel-chipsets in laptop	EXE