



# DARKEST HOUR

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## EUROPE '44-'45

v7.2.0

*Change Log*

### Maps

#### **Additions**

- Rakowice
- Vossenack

#### **Changes**

- Brecourt
  - Axis Machine-gunner roles reduced from 3 to 2
  - Allied Combat Engineer roles increased from 2 to 4
  - Allied Squad Machine-Gunner role removed
- Bridgehead
  - Added M7 Priest
  - Added in pre-capture protection to some objectives
  - Adjusted force size, giving Allies an advantage
- Cheneux
  - Moved spawns to reduce spawn killing
  - Reduced spawn protection time to 5 seconds
  - Gave Axis a 5% force size advantage
  - Reduced number of Sherman tanks from 3 to 2
  - Added some craters and destroyed vehicles to better protect some spawns
  - Adjusted Allied spawns for the trenches to be further away
- Flakturm Tiergarten
  - Added Sdkfz 251/22 (Pakwagen)
  - Fixed an exploit where players could get under the terrain
- Foy
  - Adjusted spawns to reduce likelihood of spawn killing
  - Reduced spawn protection time to 5 seconds
  - Added trees, craters, destroyed vehicles, and hay stacks to protect some spawns
  - Gave Allies a 5% force size advantage
- Kommerscheidt
  - Added M7 Priest
- Lutremange
  - Added M7 Priest

- Raids
  - Significant visual update
  - Adjusted spawns to reduce spawn killing
  - Reduced spawn protection time to 5 seconds
- Vierville
  - Axis respawn time increased by 5 seconds
  - Allies now have a 5% force size advantage
  - Moved Axis initial spawn back a few meters
  - Opened up the north side of the first AA emplacement
  - Fixed an exploit where players could climb on top of a fence along one of the map's boundaries

## Vehicles

### Additions

- M7 Priest
  - This new vehicle is a self-propelled 105mm howitzer equipped with low velocity high-explosive shells, allowing the gunner to fire long distances at high angles of fire. With the help of an Artillery Observer, the crew can receive artillery strike targets and zero-in their rounds from extreme ranges. This vehicle is also equipped with the powerful M2 Browning machine-gun, useful for tearing up light armored vehicles and infantry alike.
- Sdkfz 251/22

### Changes

- Round types that are out of ammunition will be displayed in red on the round type indicator list [\[626\]](#)
- Periscope and binocular views now use scope turn speed factor instead of the iron-sight turn speed factor [\[632\]](#)
- Slight improvement to the texture on the M36 Jackson [\[625\]](#)
- Changed the reload sound for the hull machine gun on the Cromwell to proper sounding belt reload instead of drum [\[616\]](#)

## Roles

### Changes

- Mortar Observer roles have been renamed to Artillery Observer to reflect their new ability to mark targets for self-propelled howitzers (and, in the future, other artillery pieces)

## Bug Fixes

- Fixed a number of critical bugs in armor penetration calculations [\[655, 652, 651\]](#)
- Fixed a bug where players could throw multiple RGD-1 Smoke Grenades despite only having 1 in their inventory [\[641\]](#)
- Fixed a bug where projectile hit or explosion emitters might not be seen in some cases [\[653\]](#)

- Fixed a bug where destructible objectives (such as the howitzers on Brecourt) could be destroyed prior to their activation, thus making the map unwinnable for the attacking team [\[639\]](#)
- Fixed a bug where players carrying the MP40 would have missing animations when jumping [\[637\]](#)
- Fixed a bug where the T34 driver's view would look wrong in some cases [\[636\]](#)
- Fixed a bug where the T34 hull gunner's view looked wrong and had excessive movement limitations [\[620\]](#)
- Fixed a bug where the T34 hull gun fire emitter was too high [\[619\]](#)
- Fixed a bug where automatic weapons could continue firing through a weapon lock [\[631\]](#)
- Fixed a bug where the "weapons unlocked" message would be sent too early [\[630\]](#)
- Fixed a bug where a player who was spawn killed could not spawn a vehicle quickly [\[629\]](#)
- Fixed a bug where the 3rd person MG smoke emitter was not rendering [\[627\]](#)
- Fixed a bug where a player's artillery marker would remain after switching to another role [\[624\]](#)
- Fixed a bug where maps were unable to handling spawning multiple vehicles of the same type [\[623\]](#)
- Fixed a bug where artillery strikes always sent too many salvos and rounds [\[622\]](#)
- Fixed a bug where coaxial machine-guns could be reloaded while the player switched off of it [\[621\]](#)
- Fixed a bug where passengers in the HT or Bren Carrier were not in the correct position [\[617\]](#)
- Fixed a bug where the vehicle selection list could inaccurately reflect the current spawn settings in some cases [\[635\]](#)
- Fixed a bug where players would be prompted to enter enemy vehicles despite it being impossible [\[650\]](#)
- Fixed a bug where ammo requests would not be displayed on the situation map [\[648\]](#)
- Fixed a bug where certain HUD settings could lead to undesired behavior when fading to black [\[643\]](#)
- Fixed a bug where the wire cutters would not play the proper animations when cutting wire [\[642\]](#)
- Fixed a bug where unarmored vehicles (eg. Jeeps) could be destroyed by a flurry of bayonet attacks [\[638\]](#)
- Fixed a bug where players who were on fire could pick up weapons and (calmly) call artillery strikes [\[640\]](#)
- Fixed a bug where destroyable objects would be indicated on the map even if they were inactive and unable to be destroyed at that moment [\[37e3d48\]](#)
- Fixed a bug where an anomalous "raptor" sprite could be seen hovering in space on some maps [\[f5a82fc\]](#)
- Fixed a bug where the player's game could end up in a bizarre state when rejoining a server with a previous weapon lock restriction [\[663\]](#)

## Weapons

### Fixes

- Fixed mesh errors on hammer of the C96 first person model [\[628\]](#)
- Fixed mesh errors on the M1A1 Thompson first person model

- Fixed RPG-43 penetration logic, it should now be very effective when striking the tops of vehicles [\[7333071\]](#)

## Audio

- Adjusted the audio of some Russian sub-machine-guns firing sounds to be more consistent with other weapons

## SDK

- Levelers can now prevent “pre-capping” of objectives by specifying the `PreventCaptureTime` on `DHObjective` actors [\[fedfa1d\]](#)
- Child classes of `DHWeaponPickup` can now be set to spawn only once per round by setting `RespawnTime` to 0 [\[656\]](#)

## Miscellaneous

- Increased the default voice codec quality [\[73162d5\]](#)
- Removed the Quality Control column from the Map Voting screen, as well as the functionality that would dissuade players from voting in maps that had “failed” quality control [\[9efc28a\]](#)
- Removed the Author column from the Map Voting screen [\[9efc28a\]](#)
- Increased the size of the lettering on the compass [\[204969a\]](#)
- Moved the resupply indicator from the right side to the left side of the screen [\[a078463\]](#)