

R48 Document Changes

New features and fixes:

- Support for various in-game netcode improvements
- High frequency update bandwidth requirement cut in half
- New game mode added (Squadobliteration0) for the following maps: *MP_Siege*; *MP_Abandoned*; *MP_Resort*; *MP_Tremors*; *MP_Naval*; *MP_Journey*; *MP_Prison*
- Four new MP Experiences added (*PROLARGE*; *PROSMALL*; *PROCLOSE*; *SQOBLITERATION*)
- Added support for New player servers (rank 10 and down). This can be tweaked by either setting the preset to “*NOOB*” (new preset) or by leveraging the *vars.IsNoobOnlyJoin* new RCON switch. This new preset is identical to the *OFFICIAL* one in terms of game-play settings.

Regarding the new experiences, details can be found in the “BF4 PC Maps and Game Modes” document.