

R51 Document Changes

New features and fixes:

- New map added (Zavod: Graveyard Shift)
- Three new experiences added to take advantage of the new map (NIGHTSMALL, NIGHTINF, NIGHTLARGE)
- Netcode improvements:
 - Added support for high tickrate (currently disabled, it will be enabled at a later date after live testing is performed)
 - Improved “rubber banding” handling
 - Improvements to reduce “dusting” effect on fast moving vehicles (mainly jets)
 - Updated server stall detection
- Skill based team balancer: The new team balancer is a start-of-round balancer. It is designed to balance lopsided servers by breaking up teams over several rounds.

The team balancer works by:

- Taking both team sizes and skill into consideration. It works by:
- Rebuilding the teams based on skill after every round
- Keeping squads & friends together
- Preventing excessive team stacking
- Assigning joining players by skill during rounds
- Replaces players that previously left the game with new joiners
- Evaluating manual team switching on a case by case basis and refuse team switching which may ruin the balance of the server
- Attempting to prevent team stacking by being more restrictive of high skilled players trying to switch to the better team
- Freely allowing team switching when there are very few (less than 5v5) players on the server
- Being enabled in “bigger” team based game modes only

It is enabled by default on Official servers, it can be controlled on non-Official servers by using *vars.SkillBasedBalance*

- Fixed a rare server crash