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## Cyberpunk 2077 patch notes xbox series x

(Image credit: CD Projekt Red) It's looking likely that the wait for a patch version of Cyberpunk 2077 that will harness the power of the PS5 and Xbox Series X won't happen anytime soon. That's because during its H1 2021 financial results call, CD Projekt's senior vice president of business development Michal Nowakowski told shareholders that the company has learned not to guarantee these things. So it's unsurprising that the company isn't certain that its planned next-generation console update will hit the 2021 target. The target is to release the next-gen version of Cyberpunk 2077 late this year," Nowakowski said, as transcribed by Videogame Chronicles (opens in new tab). "At the same time, keeping in mind the lessons we have learned during the past year and taking into account that this project still remains in development, we can't say with full certainty that the production schedule will not change." The possible delay doesn't appear to be down to a shortage of people working on the title. The company confirmed that just over a third of its staff are working on the next-gen upgrades and patching the game on current platforms. The rest are working on the game's DLC, Gwent and other secret projects. Interestingly, it's a similar story of potential delay for the next-generation update to The Witcher 3, despite it being "mainly" farmed out to another studio: Saber Interactive, the same firm that worked on the impressive Nintendo Switch port. "As with Cyberpunk 2077, our goal is to release that game still in late 2021," Nowakowski continued. "However, similarly, the development process is ongoing, and we cannot be absolutely dead certain that the release schedule will not change. But for the time being, we definitely are aiming with both titles for late 2021 and I don't want to be more specific at this moment in time."CD Projekt has continued to work on Cyberpunk 2077 since its bug-laden release last December, with several chunky patches. In June, the company said that stability had reached a "satisfactory level." And, indeed, this proved satisfactory enough for Sony, which brought the game back to the PlayStation store, reversing its embarrassing removal six months earlier. The most recent patch even offers some rudimentary DLC — a couple of jackets, an alternate appearance of an NPC and a car — alongside the bug fixes, performance enhancements and stability improvements. But as our senior editor Marshall Honorof said, it may simply be too little, too late for existing platforms.The next-gen upgrades could fare better if there's still a shortage of next-gen exclusive games around when they emerge from development. All the more reason for the company to move heaven and earth to ensure work is completed this year.More: The 10 best games to play after Ghost of Tsushima Cyberpunk 2077's long-awaited update optimizing the game for the PS5 and Xbox Series X / S will be available today. Patch 1.5 is a major update that's available on all platforms, with big changes to gameplay alongside next-gen improvements for the Xbox Series X / S and PS5. The next-gen console improvements include ray tracing support, 4K resolution with dynamic scaling, faster loading times, and a variety of other visual and technical improvements. On the PS5, the update also includes support for the adaptive triggers, haptic feedback, and even the speakers on the DualSense controller. There will be performance modes and ray-tracing modes on both the Xbox Series X and PS5. Performance mode offers 60fps at 4K resolution, whereas ray-tracing mode is 30fps at 4K, with local ray-traced shadows. Xbox Series S will only have a performance mode offering 30fps at 1440p. The patch is around 50GB for each platform, and if you're playing on PS5 you'll have to manually select the new PS5 version and reinstall the game fully to get the latest improvements. You may even need to move your game save manually too, as PS5 players are currently playing the PS4 version of the game. There will also be a five-hour free trial of Cyberpunk 2077 available on PS5 and Xbox Series X / S until March 15th, and any progress you make in the trial will carry over to the full game if you choose to buy it. As of this writing, you can get the full game for cheaper than normal on consoles, as it's on sale for \$25 on the PlayStation store and \$30 on the Xbox store. Next-gen modes for Cyberpunk 2077. Image: CDPR There are a host of other changes in Cyberpunk 2077 that should improve the game for all players, too. CD Projekt Red has reworked the perk trees for Cyberpunk 2077, with changes like abilities to survive final blows and a working throwing knife. NPCs have also been improved to make them more effective in combat, with improved animations. There's even big GTA-like changes for crowd behavior where NPCs can pull guns, fight with each other, or react to how you're driving. Speaking of vehicles, all bikes will now feature glowing wheels that you can activate, and there have been a lot of improvements to how you control vehicles to make breaking better, suspension more realistic, and even the ability to do burnouts. The general economy in Cyberpunk 2077 has also been rebalanced, with more cash from missions and cheaper cars. New weapons will also be included as free DLC in this 1.5 patch, and they include new scopes and new muzzle brakes. Other big improvements include the ability to change V's appearance mid-game, with lots of new hair colors, lipstick options, and more. There are also four new places to rent as home bases, with the ability to easily redesign apartment themes. CDPR has also teased a bunch of secret additions that are part of this patch, which will likely please Cyberpunk 2077 fans. However, some secrets won't be available to PS4 and Xbox One players, according to CDPR's patch notes: "Added a few secrets in Night City to be discovered by players. Due to some technical challenges, this change is not available on the previous generation of consoles." The patch is around 50GB for most platforms. Image: CDPR If you're a PC player there's also a new benchmark mode and a new walking toggle when playing with a keyboard. CDPR has also enabled Variable Rate Shading (VRS) to improve rendering performance, and support for AMD's FidelityFX Super Resolution (FSR). Cyberpunk 2077 launched in an infamously buggy state, and CDPR has released many post-launch hotfixes and patches to improve things. However, it's been months since CDPR last released an update — the most recent one is September's Patch 1.31 — so this new major update should come as welcome news. That said, if you've been waiting on the next-gen patch before buying the game, you might want to wait for others to test it out first, just in case it comes with some unexpected issues — the game doesn't have the best reputation in that department. The full 1.5 patch notes are available here. CDPR is also working on a next-gen update for The Witcher 3: Wild Hunt. Like the Cyberpunk 2077 update, The Witcher 3's was also supposed to debut in 2021, but it's now scheduled for the second quarter of 2022. Cyberpunk 2077 receives patch 1.52, now available to download on PS5, PS4, Xbox Series X|S, Xbox One and PC. This update introduces a new batch of improvements and fixes at all levels, especially on the technical side. We tell you the highlights. Cyberpunk 2077 patch 1.52: the highlights Console-specific Memory improvements and crash fixes on next-gen consoles.Minor UI optimizations.[PlayStation 5] Importing a save while not connected to the PlayStation Network will no longer block the option to continue the game.[PlayStation 5] Fixed an issue where a corrupted save was created when a player tried to import a PlayStation 4 save when no saves were exported.[PlayStation 5] Wet roads will now be as reflective as on the PC version.[PlayStation 5/Xbox Series X] Changing the preset in Video settings will no longer set all the Graphics options to ON automatically.[Xbox One/Xbox Series X] Disconnecting the controller and entering the pause menu at the same time will no longer result in the player being stuck. Gameplay Fixed an issue that could cause wrecked cars or multiple Nomad cars to spawn in traffic when driving fast. Fixed an issue where first equip animation could be played repeatedly after recovering a throwing knife. The Laminate-armor Media Ballistic Vest can now be found as loot in Japantown.Fixed an issue where the recon grenade highlighted non-hostile crowd NPCs. Quests Players won't be able to purchase again an apartment makeover they already own anymore.Added the showering interaction to the Nomad Camp.It won't be possible to hack the Northside apartment before completing Act 1 anymore.Fixed an issue where Open World combat events and some scenes could remain disabled after visiting Afterlife until the player fast traveled within Watson. You can read the full patch notes for this Cyberpunk 2077 patch in the source of this news. They come after the next-gen improvement introduced in version 1.5. Source | CD Projekt Red

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