
Alien Swarm: Reactive Drop Download 2019



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About This Game

Alien Swarm: Reactive Drop extends Alien Swarm, bringing more of everything: maps, aliens, game modes, guns... And most importantly Steam Workshop support.

- Tactical co-op for up to 8 players with a top-down perspective
- Steam Workshop support for community maps and challenges
- New co-operative campaigns
- Challenges: Modifications of the game, just like Mutations in Left 4 Dead 2
- PvP: Deathmatch, Gun Game, Instagib, and Team Deathmatch
- Singleplayer: Play with improved bots on all our official maps
- New Aliens: HL2 antlion guards and more
- New Weapons: Desert Eagle, Devastator, and Combat Rifle, with more to come

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- Over 100 Steam achievements
 - Leaderboards: compete with your friends for the fastest mission completion
 - Improved spectating: see hacking minigames and mouse movements in real time

Title: Alien Swarm: Reactive Drop
Genre: Action, Free to Play
Developer:
Reactive Drop Team
Publisher:
Reactive Drop Team
Release Date: 20 Apr, 2017

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Minimum:

OS: Windows® XP or above

Processor: Pentium 4 3.0GHz

Memory: 2 GB RAM

Graphics: DirectX 9 compatible video card with 128 MB, Shader model 2.0. ATI X800, NVidia 6600 or better

DirectX: Version 9.0

Storage: 4 GB available space

Sound Card: DirectX 9.0c compatible sound card

English,French,Italian,German,Czech,Danish,Dutch,Finnish,Hungarian,Japanese,Korean,Norwegian,Polish,Portuguese,Romanian,Russian,Simplified Chinese,Swedish,Thai,Traditional Chinese,Turkish,Ukrainian,Vi





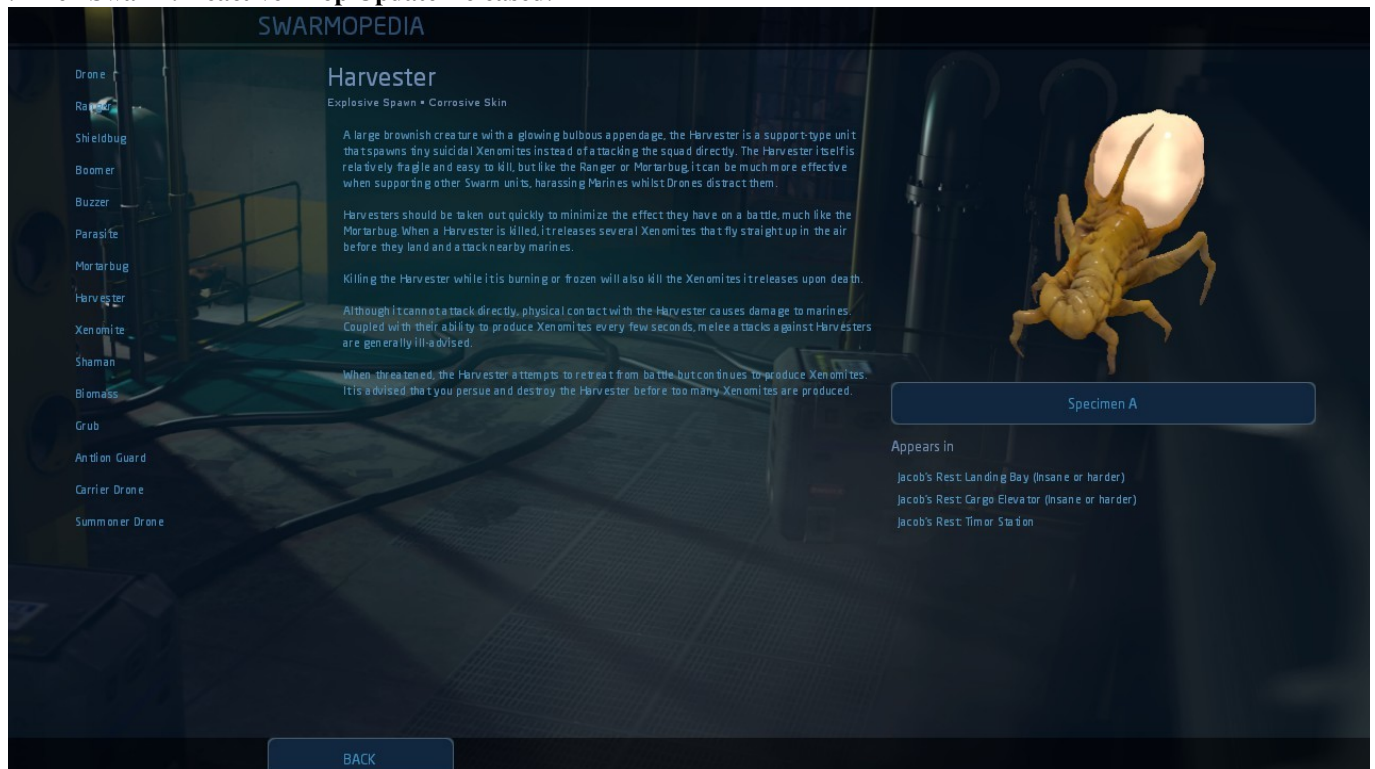


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Alien Swarm: Reactive Drop Update Released:

- Fixed Options-Controller opens Swarmopedia
- Added rd_commander_cam and rd_stim_cam cvars, thanks to [element109](#)
- Greatly improved Spanish translation, thanks to [Switch](#)
- Updated Russian and Ukrainian translations

Alien Swarm: Reactive Drop Update Released:



This update includes Swarmopedia, bug fixes and small improvements. Restart Steam to apply.

Changelog

- Removed 'bolt-action' from Sniper Rifle description
- Added client.dll to consistency check
- Fixed player's level isn't visible(is cut) in translated languages during briefing
- Fixed in-game main menu is cut in translated languages
- Fixed crash in Level One challenge weapon selection. If More Starting Equipment add-on was installed on client and server doesn't have it client could crash a server by picking a weapon from the add-on weapons.
- Added a chat message when marine is reserved in lobby. Display a yellow message in text when player can't select a marine in lobby due to marine reservation.

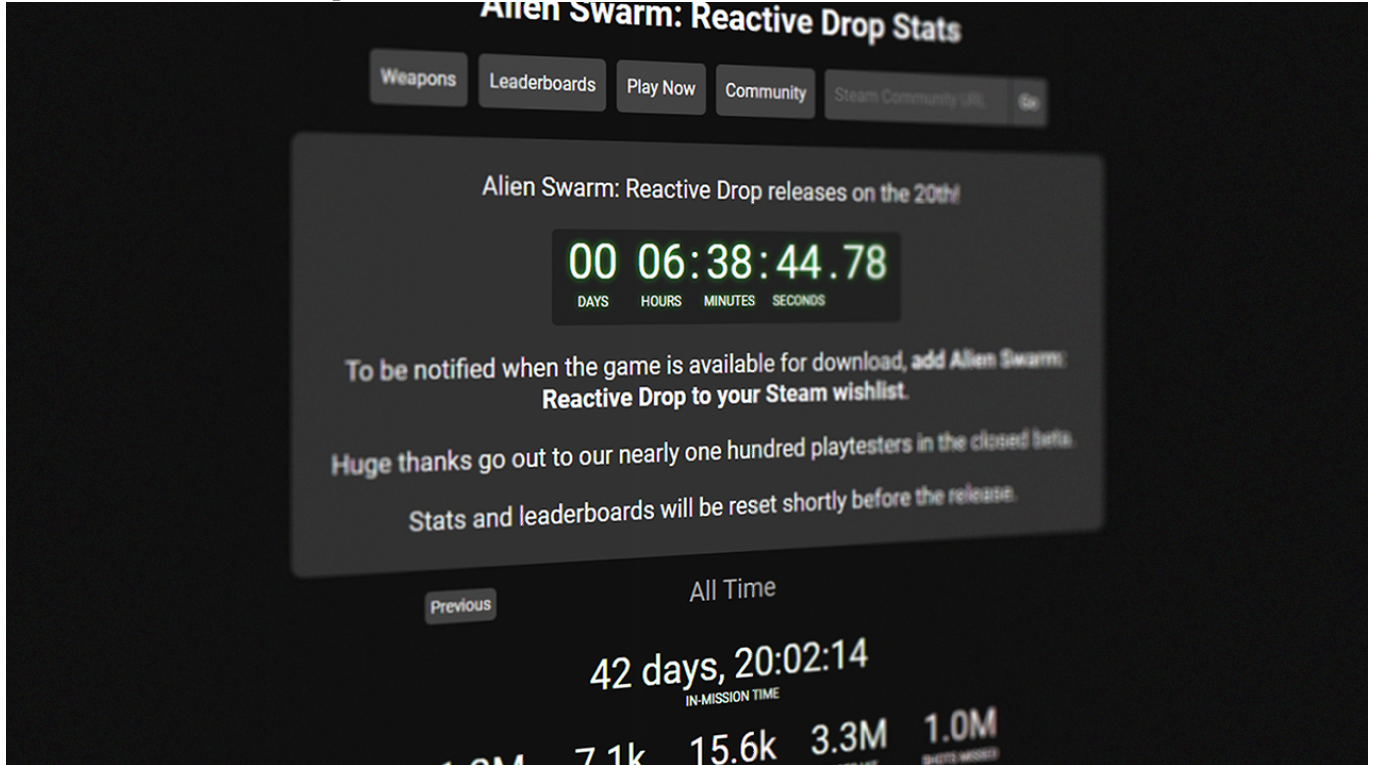
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- Prevented aliens spawning near marines in Operation CleanSweep campaign. Some rangers and boomers appeared in front of marines from air.
 - Adjusted drone spawners at rd-ocs1storagefacility
 - Added rd_techreq and rd_hackall cvars. If rd_techreq is 0 tech will be not required to start a mission. Mission will not restart if tech dies. 1 is default. If rd_hackall is 1 all marines can hack doors and computers
 - Fixed title text is cut in Friend Games window. For languages other than English the title text was cut. Also enlarged the same title for Found Public Games window
 - Adjusted main menu items width
 - Fixed rd_cam_marine_yaw_desired
 - Fixed asw_hide_local_marine
 - Added Swarmopedia
 - Added an info message when clicking No Steam menu item. Many players face the No Steam problem. When clicking this menu item we now display a window telling the most common solutions to this problem.
 - Increased net_splitpacket_maxrate to 40000 by default. Only if rd_adjust_sv_maxrate 1. We set it to 40k to combat stutter in player movement when there are a lot of aliens.
 - Don't show language selection in audio settings. Because it cannot hold all of our supported languages, audio language can be chosen in game's properties window in Steam. This is similar to how it works in L4D2
 - Moved main menu items 40 px higher
 - Fixed spelling errors in closecaption_english.txt.
 - Updated Ukrainian and Russian translations
 - Increased width of the title in Create Game window
 - Corrected Workshop Download Progress position. Workshop Download Progress was overlapping with Mission Details button in the briefing screen preventing clicking on this button. Now it is raised higher.
 - Added displaying challenge name in the F9(playerlist) window
 - Fixed remote code execution exploit. <https://oneupsecurity.com/research/remote-code-execution-in-source-games>
 - Fixed Difficulty Tier 2 challenge Easy is easier than Difficulty Tier 1 Brutal
 - Added immolate_hover_no_ground_fire particle effect.
 - Improved area9800LZ. Change immolate_hover particle to no ground. Add game instructor hints. Prevent aliens from spawning on top of marines' heads.
 - Renamed RES files, remove "_rd" suffix.
 - Updated all translations and closed captions

. Patch for Networking Bandwidth Rates:

Networking

- Fix game stutter related to insufficient networking bandwidth rates for 8 slot servers. For 8 slot servers `net_splitpacket_maxrate` will be automatically increased to 30000(default is 15000). This applies to both listen and dedicated servers. `rd_adjust_sv_maxrate 0` can be used to disable the automatic adjustment. Both `sv_maxrate` and `net_splitpacket_maxrate` will not be changed if server has higher values set.

. Alien Swarm: Reactive Drop Release Date:

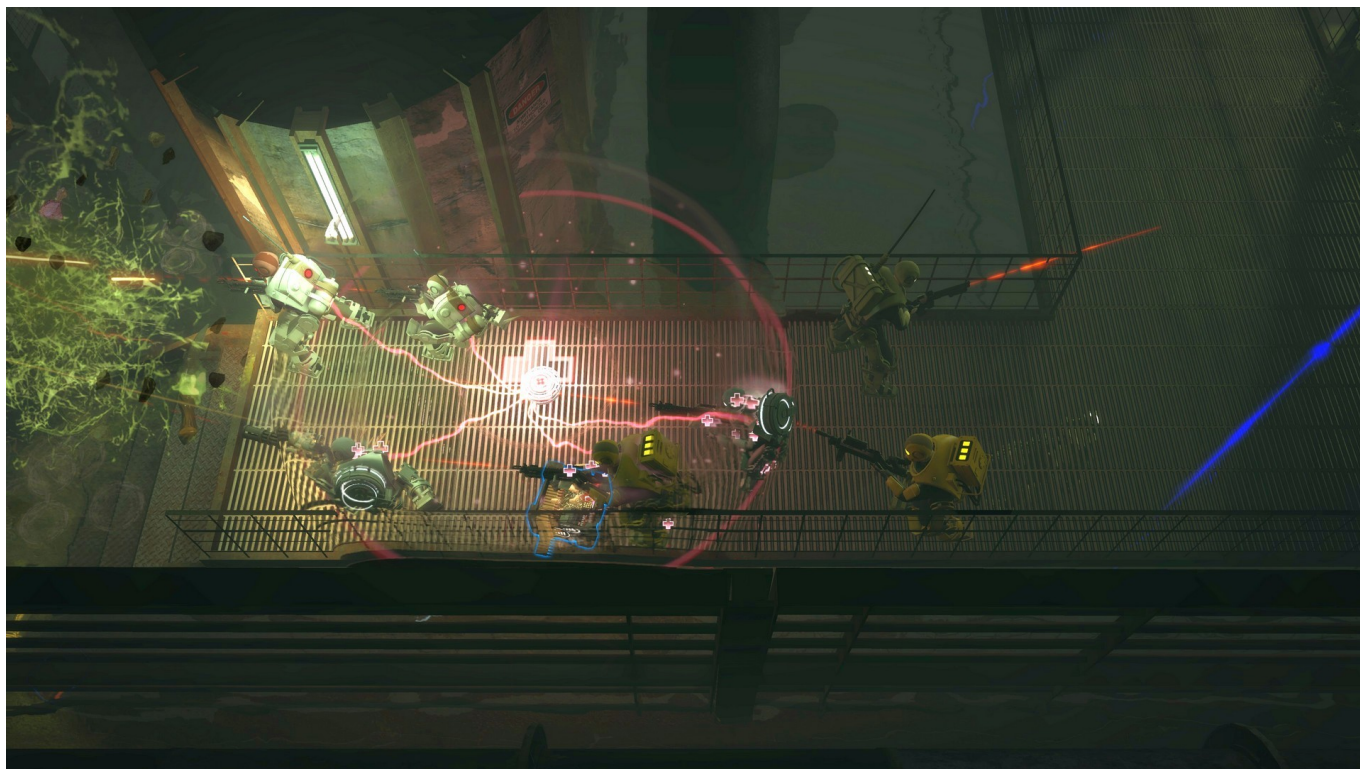


Alien Swarm: Reactive Drop unlocks globally at 17:00 UTC today on April 20th, 2017.

At our [stats website](http://reactive-drop-stats.appspot.com)[reactive-drop-stats.appspot.com] you can see a time clock which shows the exact time left before the game is released.. **Alien Swarm: Reactive Drop Update Released:**

- Fixed grenade launcher's projectile collision with dropped items & equipment. Added `rd_grenade_collision_fix` cvar. It allows toggle on/off of the collision(default is set to eliminate collision with weapon items)
- Fixed incapacitated marine can pick up items
- Fixed the superroll jump hack
- Fixed crash caused by `rd_spawn_medkits` being not zero

Big thanks to [Draven](#) for the fixes!. **Alien Swarm: Reactive Drop Update - June 26, 2018:**

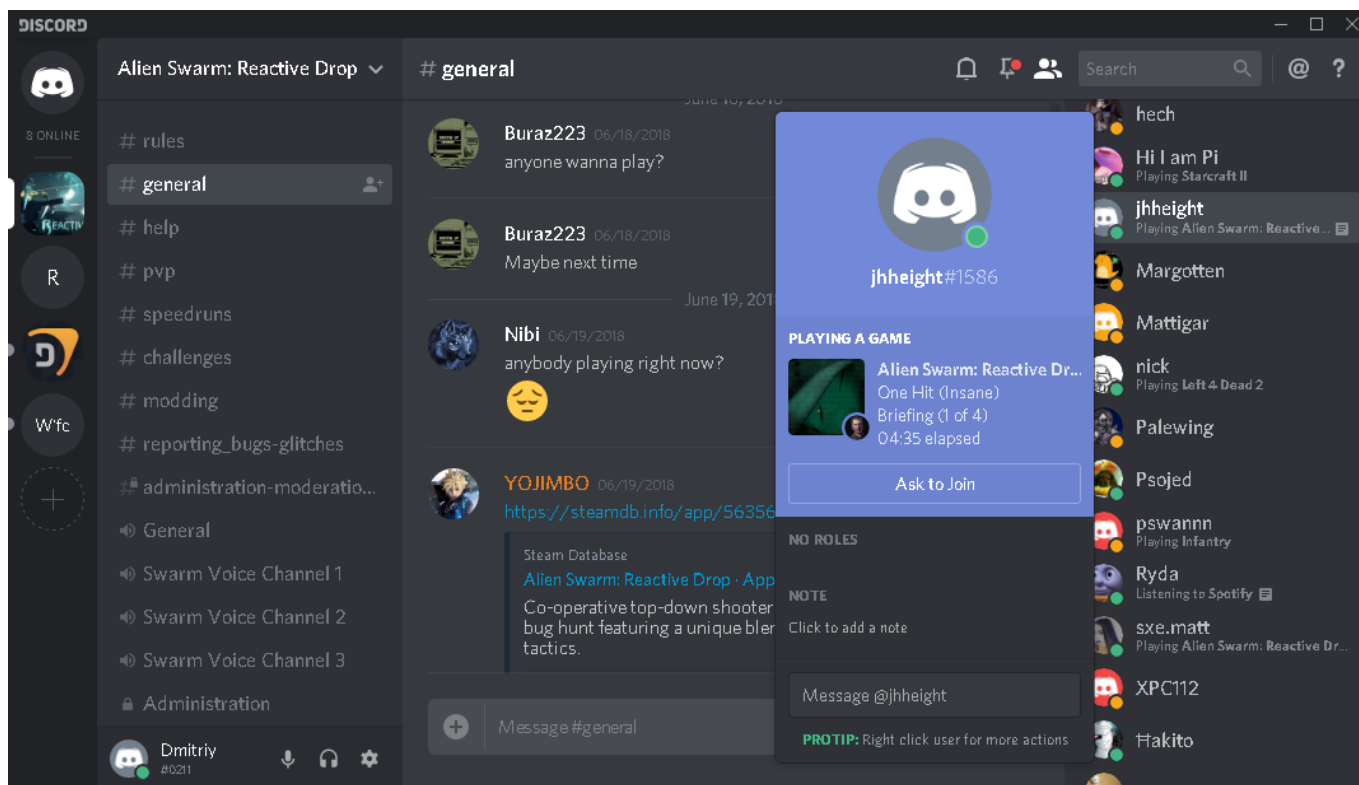


This update brings support for rich presence in both Steam and Discord.

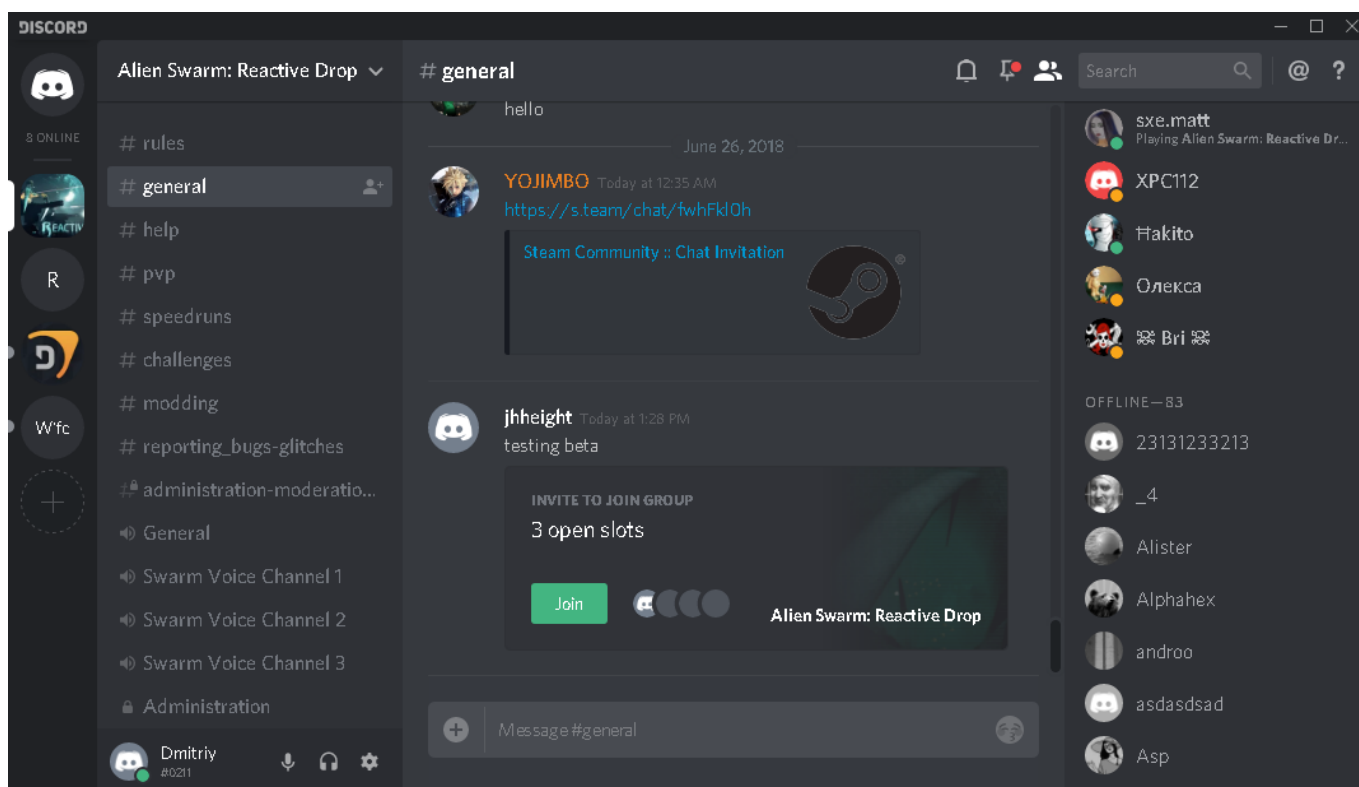
If you [participate](#) in [Steam Beta](#) you will now see more information in your Friend List window. What map is your friend playing, difficulty, number of slots taken and number of maximum slots available on server, as well as the active Challenge name.



Discord users will see similar information.



Also in Discord players are able to post invites in chats to invite players to join their lobby. As well as using the "Ask to Join" button when clicking on player's nickname.

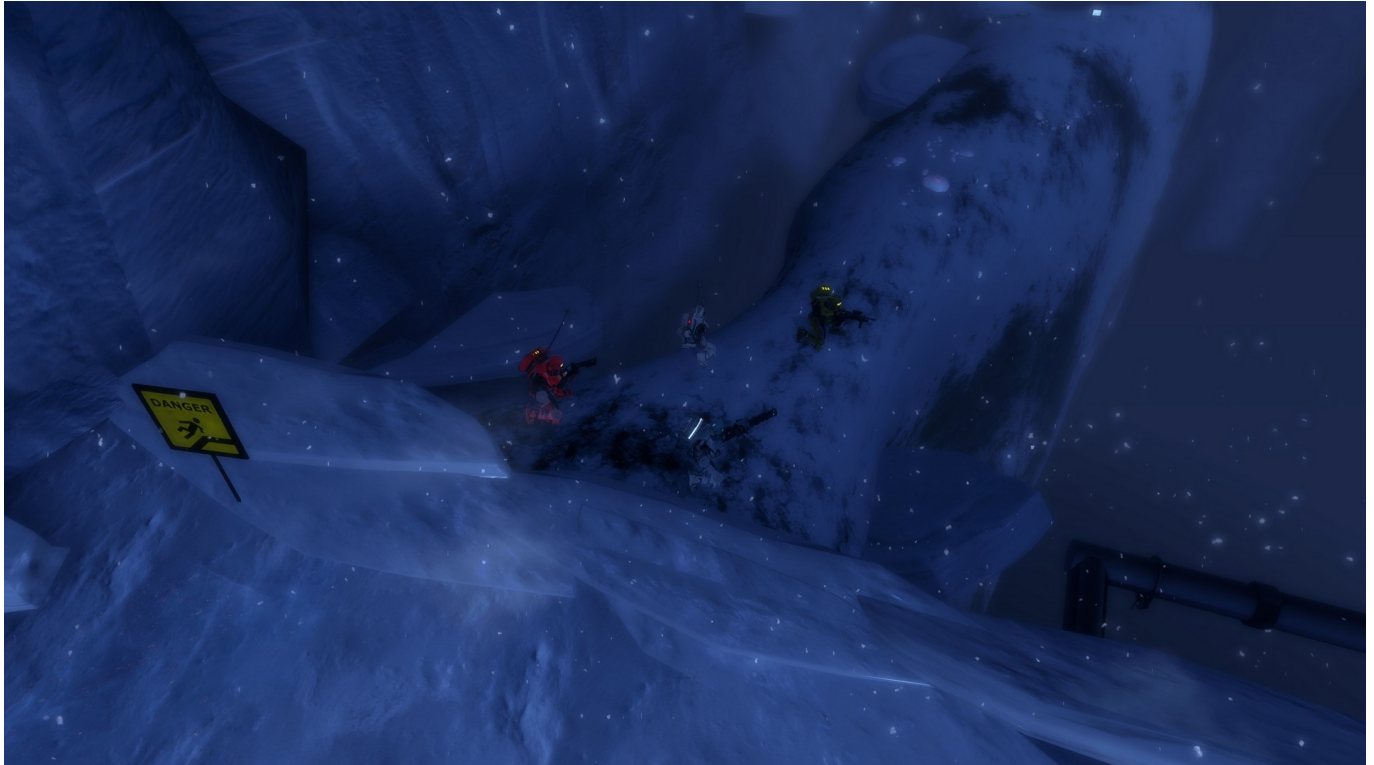


Feel free to join [our Discord community](https://discord.gg)[discord.gg] to chat and invite people to play with you.

If you are working on a map you may want to check out the community [Source Engine Discord server](#)[discordapp.com] to gather feedback, share screenshots or invite for playtests. Feel free to share your favorite Discord servers in comments section.

Another major change is we've fixed [a bug](#) reported by NoName which was causing game difficulty to become lower after a mission restart. Now mission restart will not lower difficulty. 8-player games on Brutal will become harder. 4-player games are slightly affected too. As this issue was present since Alien Swarm's release we want to hear your feedback to decide whether we keep the change or revert it to how it was before. Please use [this discussion](#) to leave your feedback on this issue or create a new discussion if necessary.

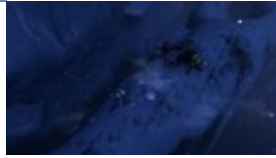
Changelog. Alien Swarm: Reactive Drop Update - March 8, 2019:



An update to Alien Swarm: Reactive Drop has been released. The update will be applied automatically when you restart Steam. The major changes include:

- Improved game performance in many maps. Frame rate is more stable now.
- Added Bonus Mission 6, which is the original undivided version of High Tension mission(thanks to [Eerie-Eg](#))
- Improved medic bot's healing abilities(thanks to [element109](#))
- Reworked the starting area of Arctic Infiltration mission





Changelog. Alien Swarm: Reactive Drop Update - May 19, 2019:



An update for Alien Swarm: Reactive Drop has been released. The update will be applied automatically when you restart Steam. The major changes include:

- Added Bonus Mission 7, which is the original undivided Area9800 Power Plant mission(thanks to [jhheight](#))
- Cheat cvars and commands will no longer work in single player mode
- Grenade Launcher's grenade will now correctly collide with doors
- Player's status in Steam Friends window will now be shown correctly if player is playing on a dedicated server which has lobbies disabled
- Dedicated servers will not(by default) check for workshop updates on mission restart(this can be controlled by a cvar)
- Improved pathing in Sewer Junction. Aliens couldn't follow marines in a few places, hordes failed spawn because of this too.

Changelog

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