The Star Wars OL will Update the Patch by Zhang Lei

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As previously reported, the Star Wars: The Old Republic will updated 1.3 patch to add a new system and fix some existing problems of the wine. Recently, the senior designer Austin Peckenpaughaltered explained the some changes of the server in the official blog.

The biggest change that the players requires is that all tanks should be able to generate 100% revenge attitude. Peckenpaugh explained: We have received a lot of feedback about the difficulty of the hatred generated by the tanks. Then he clarified that the single target irony will remain unchanged, but the hatred of the AOE will greatly improve because the smart AOE skills will avoid the enemies which are under control.

According to the article of the developer's blog , BioWare is also fully aware of the problems with regard to the number of players in the server. That is why on June 12, BioWare will open a free role transfer services. BioWare will choose a specific server to serve the system which is similar to that of Star Wars Galaxies to help BioWare better control the situation. The process for changing the sever will be proceeded step by step.

We have no more information about the specific details of changing the server and the impacts caused by this change, but please rest assured, we will promptly inform everyone if there is any detailed information.

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