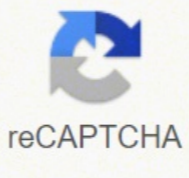




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## Cyberpunk 2077 update 1.06 release date

Cyberpunk 2077's launch was extremely messy. While CD Projekt Red's RPG had a lot of hype behind it, it was extremely buggy upon launch, especially on consoles. This has prompted a deluge of refund requests from PlayStation and Xbox players as the developers slowly fix a game that clearly launched far too early. The next patch on the horizon is expected to be the highly anticipated January patch, which is expected to fix many of the game's most glaring and inconvenient issues. Here's everything we know about Cyberpunk 2077's update 1.06. CD Projekt Red released hotfix 1.06 for the console and PC versions of Cyberpunk 2077 on December 23. It's not a massive patch, but it does address a few particularly urgent issues, including random crashes and the save-file error that was causing players to lose hours of progress in the game. Cyberpunk 2077 update 1.06: complete list of fixes

QuestsDum Dum will no longer go missing from Totentanz entrance during Second Conflict. Console-specificImproved memory management and stability, resulting in fewer crashes. PC-specificRemoved the 8 MB save file size limit. Note: this won't fix save files corrupted before the update. What platforms is Cyberpunk 2077 update 1.06 available on?As there's no solid release date for the next Cyberpunk update yet, we don't know when every platform Cyberpunk 2077 is on will get it. If it does follow the 1.06 update rollout though, then Xbox One and PS4 will get the patch first, followed by PC, and then finally Google Stadia. Still, the update should come to all platforms within a few days after its initial release. When is the Cyberpunk 2077 update 1.07 release date?We do not know exactly when the next patch or hotfix for Cyberpunk 2077 will be released by CD Projekt Red. That said, if update 1.07 is the "Patch #1" described by CD Projekt Red in previous tweets, then it will be released sometime during the month of January. Hopefully, it comes sooner rather than later so players don't have to wait too long to have a better experience playing Cyberpunk 2077. CD Projekt Red will let us know when the update is coming ahead of its launch, so keep an eye on the official Twitter account for Cyberpunk 2077. What do we know will be included in Cyberpunk 2077 update 1.07?When teasing the major game-improving patches in a message to the game's community, CD Projekt Red said that "Patch #1," which could be update 1.07, will "fix the most prominent problems gamers are facing on last-gen consoles." This means we should see improvements to the vast amount of glitches, texture pop-in, and frame rate issues that the console versions of Cyberpunk 2077 have. Even though patch notes for the next major Cyberpunk 2077 update don't exist yet, CD Projekt Red has released patch notes consistently for the game and promised to do so ahead of each major patch's launch. Unlike a game such as Super Smash Bros. Ultimate, we will have a very clear idea of what's changing and improving with each patch. What still needs to be fixed in Cyberpunk 2077?There's still a lot of room for improvement in Cyberpunk 2077. Previous patches for the game have taken steps to fix many of the glitches present in the game at launch as well as some of the crashing. Still, a plethora of videos on YouTube shows that the game is still full of issues, especially on consoles, that need to be fixed by Update 1.07 and subsequent patches. For example, the game still consistently crashes for players on consoles if they play the game for too long. CD Projekt Red needs to make a concerted effort into actually fixing these issues in future Cyberpunk 2077 updates if they want to change the discourse around their game. Hopefully, update 1.07 and future patches will start to bring the game in the right direction. Cyberpunk 2077 is available for PC, PS4, Xbox One, and Google Stadia. This article was originally published on 12.22.2020 6:55 PM Cyberpunk 2077 Update 1.06 may be coming in January 2021. / CD Projekt RedCyberpunk 2077 Update 1.06 may be coming in January 2021. CD Projekt Red (CDPR) have managed to churn out five hotfixes in rapid succession following the bug-infested launch of its newest sci-fi title, Cyberpunk 2077. Despite the game's decent track record on PC, its glitches and issues on consoles have been giving players headaches left and right. Fortunately, the company seems committed to righting its wrongs, having announced two more major patches coming in January and February of this upcoming year. Hotfix 1.05 is now also live on @GoogleStadia! 🎮🎮 Cyberpunk 2077 (@CyberpunkGame) December 21, 2020Players can expect Update or Hotfix 1.06 to be released sometime in January 2021, according to a statement published on the game's official Twitter on Dec. 14. This will likely be followed by the next number up, 1.07, around the same timeframe in February. Hotfix 1.05 took up ~9GB on most devices, meaning that 1.06 and 1.07 could each be at or above this threshold. Given the amount of time CDPR has to work on it, we expect the latter—over the precedent. Additionally, we can assume these will be console-focused fixes, taking into account the game's poor performance. There are no confirmed issues being fixed or patch notes to speak of at the time of writing. However, again, given the past messages from the developers and reports from players, we can make the speculation that 1.06 will center on the most game-breaking bugs in order to transfer Cyberpunk 2077 to a more playable state. Cyberpunk 2077 has not had the best of starts. The game that was released was riddled with bugs and glitches that made it impossible for players to play the game. Cyberpunk 2077 can still be played to a certain extent on the next-gen consoles and PC, but the PS4 and the Xbox One cannot handle Cyberpunk 2077. Players have been calling the game unfinished and CDPR is vigorously trying to fix as much as possible with the Cyberpunk 2077 Update. Players are wondering about Cyberpunk 2077 1.06 Patch Notes. Also read: Cyberpunk 2077 Space Oddity Walkthrough: Learn About This Cyberpunk 2077 Side Job Also read: Cyberpunk 2077 Which Life Path To Choose? Learn More About Cyberpunk 2077 Life Paths Here Cyberpunk 2077 1.06 Patch Cyberpunk 2077 has gone through 5 updates already trying to fix the game as much as possible. The players have been requesting and anticipating the release of Cyberpunk 2077 for a very time long, but the end product they have released didn't reach their expectations at all. The developers have released a Cyberpunk 2077 Hotfix and many other updates. The release date for the upcoming Cyberpunk 2077 update has been set for the second week of January 2021. The reputation of Cyberpunk 2077 has taken a massive blow. Many players have been facing game-breaking bugs and other bugs that render the game impossible to play. These issues have been observed by platforms and the developers as the players have taken to social media to voice their complaints. The upcoming Cyberpunk 2077 Hotfix aims to fix all the impending issues that have been creating an annoyance for the players. Cyberpunk 2077 1.05 patch notes Players are waiting for the Cyberpunk 2077 next patch, which should resolve a majority of the issues that have been faced by the players. Here are the patch notes for the most recent update for Cyberpunk 2077: Quests Jackie will no longer disappear in The Pickup or The Heist. Fixed an issue preventing players from landing the helicopter in Love like Fire. Fixed an issue with Takemura not calling in Play it Safe. It's no longer possible to trigger the same dialogue twice in Big in Japan. Fixed an issue with Delamain appearing upside down at the end of Don't Lose Your Mind. Saul now correctly reaches the van in Riders on the Storm. Fast travelling before the encounter with Tyger Claws no longer breaks progression in I Fought the Law. Fixed an issue blocking progress in Ghost Town if an autosave made upon Raffin Shiv's arrival was loaded. Fixed an issue with not receiving new calls or messages if Happy Together failed as a result of combat. Elizabeth Peralez stops being excessively insistent with her calls after her job offer is refused. The scene with Misty and Jackie now starts properly after leaving Viktor's clinic. Wakako's dialogues no longer get blocked after finishing Search and Destroy. Walking away from Stefan in Sweet Dreams shouldn't prevent other characters from calling you anymore. Brick's detonator should now be properly interactable for players to disarm. Or set off. Your call. Elevator doors should now correctly open in The Heist. Saul now correctly gets out of cars in Riders on the Storm. Fixed an issue with not receiving new calls or messages after running too far away from Frank in War Pigs. Jackie now correctly leaves the factory after the combat is finished in The Pickup. Fixed an issue with Militech reinforcements not spawning if driving through the gate too fast in Forward to Death. Skipping time while in the club in Violence no longer results in issues with progression. Fixed issues with starting Gig: Getting Warmer... Fixed an issue with not receiving new calls or messages after Pyramid Song has been abandoned midway. Fixed an issue whereby Delamain core could be already broken when player enters the Core room in Don't Lose Your Mind. Fixed issues with Delamain not appearing or doing nothing outside the Afterlife in The Heist. Fixed an issue with objective getting stuck on "Talk to Viktor" in The Ripperdoc. Fixed an issue whereby it was impossible to talk to the bouncer in front of Lizzie's in The Information. Added description for Don't Lose Your Mind in the Journal. Fixed an issue preventing player from saving, using fast travels, and talking to other NPCs after reloading a save with an active call with Frank in War Pigs. Fixed an issue with Panam not calling about any other matter until I'll Fly Away is completed. Fixed an issue with Dum Dum following V after The Pickup is finished. Gameplay Improved the reaction times of NPCs taking cover. Corrected the number of shots needed to kill civilians from a distance while in combat. Visual Fixed an issue with Delamain's image displayed on top of the current caller during phone calls. V's mouth doesn't stay open after entering the space lock-in Where is My Mind. Fixed some UI overlap issues. V appears more modest in the inventory preview after the half-year montage. NPCs are faster to appear in the quest area during Stadium Love. Added some warmth to HDR. Fixed T-posing NPCs in Suspected Organized Crime Activity. Just Say No and Gig: Hot Merchandise. Fixed an issue whereby after a braidence it was possible to be stuck in 3rd person view with no head. Silencer icons are no longer displayed with no image in the inventory. UI Fixed an issue with weapon crosshair persisting on screen. The inventory menu no longer closes immediately after opening it for the first time after leaving a car. Fixed an issue whereby upon accessing a fast travel terminal the button shown on the top right corner prompting to open the quest journal would not work. Performance & Stability Multiple stability improvements, including crash fixes. Miscellaneous Offscreen explosions make noise now. PC-specific [AMD SMT] Optimized default core/thread utilization for 4-core and 6-core AMD Ryzen(tm) processors. 8-core, 12-core and 16-core processors remain unchanged and behaving as intended. This change was implemented in cooperation with AMD and based on tests on both sides indicating that performance improvement occurs only on CPUs with 6 cores and less. Fixed an issue with the way Ray Input is collected. Removed the use of AVX instruction set thus fixing crashes occurring at the end of the Prologue on processors not supporting AVX. Removed debug console to prevent functions that could lead to crashes or blocked quests. This doesn't mean we don't want to support the modding community. Stay tuned for more info on that. Ray traced reflections should no longer seem too bright in comparison to the environment. Fixed an issue with Steam Overlay crash on game shutdown. Removed the memory pool budgets.csv file, which was not connected with the final version of the game and had no influence on it (it was a leftover file used during the development to estimate memory usage. It had no effect on how much memory was actually allocated). Perceived performance increase after editing the file may have been related to restarting the game. Also read: Cyberpunk 2077 I Walk The Line Choice: Learn More About The Choices In This Quest Also read: Cyberpunk 2077: How To Get Mantis Blades? Learn About This Cyberware Upgrade







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