

I'm not a bot



Bg3 patch 3 release date

After a year and a half of post-release content updates, Baldur's Gate 3 is set to launch its final major update in Patch 8 with highly requested features and bug fixes. This update aims to give the game a solid foundation for success among fans, as Larian Studio shifts focus to other projects. Key features include improved graphics, cross-play functionality, and popular subclasses. The closed stress test has been live since January 28th, allowing players to experience the updates firsthand. While there is no official release date yet, estimates suggest Spring 2025, possibly between late March and early April. The introduction of cross-play adds complexity to testing, as it requires gameplay stability across platforms and mods. This may lead to a longer refinement period than previous patches. However, with two recent stress test updates, the latest expected release window is now likely between late March and early April. The Baldur's Gate 3 update Patch 8 was tested twice, first on Feb. 6 and then again on Feb. 26. The update still seems to be in fine-tuning mode as players are being let into the stress test. Hopefully, Larian will announce a full release date or patch notes soon. Patch 8 will bring many new features including 12 new subclasses, photo mode, and cross-play. These new subclasses include Bard: College of Glamour, Barbarian: Path of Giants, and Druid: Circle of Stars among others. Some popular spells and cantrips have also been added such as Booming Blade and Staggering Smite. The update will also fix some major bugs that players have been experiencing since the game's initial release. These include the infamous bug where characters would get stuck on ladders, and issues with the drow Minthara. Players can sign up for the stress test to try out these new features before they are released. Hey everyone, just wanted to let you know that Update #3 for the Patch 8 stress test is live now! Thanks to your feedback and support, we've made some great progress in fixing crashes and gameplay issues, which brings us closer to releasing the game. Today's update also includes some tweaks to balance out the new subclasses and make them more enjoyable for you guys. Don't forget to share your experience with us by filling out the feedback form in your access email or clicking on the banner from the Steam game launcher. If you encounter any bugs, feel free to report 'em! Patch 8 Stress Test - Update #3 SPOILERS Ahead - Be aware that some of the updates below might contain spoilers, proceed at your own risk. Crashes & Freezes Fixed a crash issue when switching between keyboard and mouse or controller during Character Creation. Also fixed crashes related to UI reloading and materials. Disabled the 'Smooth' split screen animation option with DLSS enabled. Additionally, fixed freezes on PS5 due to internet connection issues. Other fixes include: stopping HUD from staying on screen after loading into a savegame made right at the start of a cinematic, preventing crashes after finishing dialogues or rewards UI, and fixing crashes in multiplayer client when entering Photo Mode. Gameplay Fixes Fixed characters' armour becoming invisible (and see-through) while dropping Wild Shape or moving to Act II. Also fixed game freezing during item trading or bartering. Other fixes include: resolving black screens for hosts during crime dialogue transitions, Honour Mode issues at High Hall, skiff placement in Morhic Pool, and bugs related to shapeshifted items, Gimblebock getting stuck, characters unable to pick up items, and non-Dark-Urge avatars saying Dark Urge lines. Various issues were fixed in the game, including problems with modding and saving options. Modding was improved by resolving an error that occurred when verifying mods for download or update. Additionally, some classes and subclasses could not level up due to a bug that has now been addressed. Cross-platform play and multiplayer features have also seen improvements. Lag and freezing issues during cross-play sessions have been resolved, allowing players to join games without encountering problems. The Friends List has been updated to group friends by console, making it easier to connect with others. The game's stability has been improved through the fixing of several bugs that were causing crashes or disconnects. These include a problem that prevented users from logging back into their account after losing internet connection and an issue that was stopping hosts from inviting clients whose games were suspended. Subclass and character creation issues have also been resolved, including problems with subclass icons not appearing in Character Creation and characters facing the wrong direction when using certain abilities. The game's balance has been adjusted through changes to various features, such as Deepened Pact and Booming Blade. Additionally, some animations have been corrected, including the missing animation for Swashbucklers' Flick o' the Wrist action. Finally, Photo Mode was updated with new messaging to explain that only hosts can toggle it on or off during multiplayer sessions. Various bugs and issues were resolved for the game, including: - A split screen glitch that made Player 2's screen turn black after stopping listening to dialogue and then Player 1 entering/exiting Photo Mode. - Camera movement getting stuck if Track Character option was enabled and Reset button clicked in Camera Settings panel. - Body type 2 and 4 characters' finger positioning issue in Monk: Spellcaster pose, causing fingers to stack vertically instead of sitting next to each other. - Dramatic: Kapow pose making Barbarian's starting armor stretch on dragonborn characters. - Photo Mode message overlapping with button prompts on Steam Deck. - Tidying up Photo Mode keybinds in Keybinds menu and fixing camera drifting issue after taking a photo. - VFX bug causing body type 1 and 3 characters' chests to clip through armour in spectral preview for certain spells. - Animation issues with Barbarian starting armor, including clipping and texture problems when worn by gnomes and Cleric's armor bouncing excessively. - UI bugs, such as developer scene stages briefly appearing on-screen or blinking during Character Creation, erratic movement of Appearance sliders on controller, and item labels being offset or offscreen for Player 2 in split screen. - Fixed split screen bug where players seeing each other's stats when looking at same tooltip. Cosmic Omen: Ability Check disappearing from hotbar/spellbook after loading save, and hotbar icons shifting down for summons and followers. - Fixed button prompt missing from main menu message about starting split screen game, PS5 controller Down button sometimes skipping options, and UI not fully updating when switching between mouse/keyboard and controller UI. - Visual issues with tab animations in Character Creation, 1-frame glitch when swapping party members' inventories, tooltips for combat log not consistently appearing on controller, and bug preventing special characters from being pasted into password form. - Filters now working properly in multiplayer lobby, generic icon missing from passive feature tooltips in Character Sheet, and visual issues with white translucent VFX over portraits in Party Line. * A bug has been fixed where tooltips would display incorrectly but become correct after a second attempt. * The gameplay sliders now function correctly without autoscrolling in certain situations. * A game freeze issue has been resolved when switching between characters with the Character Sheet open. * A controller bug preventing spell scrolling during levelling up has also been addressed. * The footwear slot in the Character Sheet is now properly displayed. * The "Venture Forth" text no longer shakes during character creation on console controllers. * Scripting fixes a dead Shadowheart issue when loading older saves, ensuring she doesn't appear dead anymore. * Combat-related bugs have been fixed to prevent duplicate damage riders and tiny Apostle of Myrkul appearances during reloads. * A Sneak Attack fix has also addressed issues with projectile spawn actions.

Baldur's gate 3 narv. Bg3 release date. Bg3 patch 10. Bg3 patch 9. Bg3 patch 5 release date. Bg3 patch 9 release date. Bg 3 release trailer.