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## Warframe wall latch mods

Warframe has received a great update from The Jovian Concord - Update 25.0 is now available for download for all PC players. Jovian Concord brings a full remake of Jupiter, a new Warframe and more. The details of the patch are huge, so we show you only a portion of the official patch notes. JUPITER GAS CITY REMASTERED NEW RESOURCE: HEXENON NEW ENEMY TYPE: AMALGAMS NEW GAME MODE: DISRUPTION NEW BOSS FIGHT: ROPALOLYST NEW REINFORCEMENTS FULMIN WISP GAOTH HELMET SIVAT ARMOR KOMOREX CYANEX NEW MODS AND MOD SETS Your Warframe, Weapons AND MORE. The Bonus set applies if equipped with mods from the same set. These mods are available as a potential reward from killing Amalgama and completing new content in a gas city remaster. (All statistics are shown in Max Rank and there may be changes.) AERO MOD SET Set Bonus: Damage enemies while the target slips and put up to 5 of them to sleep on 9s when landing. Aero Vantage - Warframe: 100% Gravity Reduction During Aim Glide Aero Agility - Sniper Rifle: 100% Reboot Speed During Aim Glide Aero Periphery - Primary: -50% Increase during Aim Glide (All statistics are shown on Max Rank and can be changed.) MOTUS MOD SET Set Bonus: 100% chance of becoming immune to knockdown effects while in the air. Motus Signal - Warframe: Increase the power of double jump by 200% Motus Setup - Shotgun: 100% critical and status chance for 4 sec after landing with a double or bullet jump Motus Impact - Melee: Increase in the range of air attacks melee by 2 million pounds (All statistics are shown in Max Rank and can be changed.) PROTON MOD SET Set Bonus: During the latch wall get a 50% reduction in damage. Proton Pulse - Warframe: Wall Dashing Grants - 100% Bullet Jump Speed Proton Jet - Rifle: During Wall Latch Get 120% Status Chance and Critical Chance Proton Snap - Melee: Keep a Wall Snap for 2s to Get 100% Toxic Damage and 50% Status Chance for 20s. (All statistics are shown on Max Rank and can be changed.) ADDITIONAL NEW MODS Kavats's Grace - Warframe: Resist Hard Landings from a fall of up to 40 m/s Gail Strike - Warframe: 100% of melee damage is converted into shock damage on Jump Kick, knocking down nearby enemies to kill. Anti-Grav Array - Robotics: Increase the height of the owner's jump by 40% Odomeedic - Robotics: Every 3 m passed Wall Running regenerates No 40 Health over 4s. This effect can stack up to 3x. Repair kit - Sentinel: 6 treatment rate /s (All statistics are shown on Max rank and can be changed.) ADDITIONAL NEW AMALGAM MODS: Amalgam Javlok magazine warp - 45% capacity magazine. Parrying with a shield reflects the damage of 6000%. 90% Channeling efficiency during parrying. Amalgam Ripkas steel - 75% critical chance. 20% Reboot speed on shotguns. 100% Gore Chance. Amalgam Furax Body Number - No 15s Combo Duration. Explosion radius 20% 20% Specialized launchers. Meli kills knockdown enemies within 15m of Amalgam Argonak Metal Oger - 3m Kick through. Damage to the daggers reduces the armor by 6 euros. Enemies uncovered Punch Through. Amalgam Daikyu Trust purchased - 75% for Headshot Multiplier. 3% of life steal on Nikanas. 60% chance of picking up used arrows. These Amalgam Fashions have fallen on the new ROPALOLYST. NEW THEMED ESSENTIAL MOD BUNDLES: Major Base Damage Mod Bundle Serration Point Empty Hornet Strike Pressure Point 1000 Endo 50,000 Credits Major Critical Chance Mod Bundle Point Strike Blunderbuss Pistol Gambit Organ Shatter 1,1,000 000 Endo 50,000 Credits Major Cold Damage Mod Bundle Cryo Rounds Cooling Grasp Deep Frost North Wind 1000 Endo 50,000 Credits Major Heat Damage Mod Bundle Hellfire Incendiary Coat Heated Molten Charge Effect 1000 Endo 50,000 Credits Major Toxin Damage Bundle Mod Infected Clip Contagious Spread Pathogens Rounds Fever Strike 1000 Endo 50,000 Credits Major Damage To Electricity Mod Bundle Stormbringer Charged Shell Cramps Shocking Touch 1000 Endo 50,000 Credits user interface SCREEN REWORKS: The following screens of user screens have got a whole new look and functionality with a combination of player requested mechanics! Market More is directly exposed, which removes the requirement to click through tabs and scroll to find the information you want, such as related kits and the number of drawings belonging (ex Forma). Syndicates Along with the original 6 primary syndicates, you can now view your Cetus, Fortune, and different (conclave, Simaris) Standing! However, the original primary Syndicates will be hidden if you have never met them in the relay, and will reappear after talking to them once. Now you can directly visit ALL Syndicates from their UI screens! Daily constant information is now clearly exposed. This value is the amount still earning. Neutral rank now appears for syndicates without negative grades. Void Relics / Clarification In general more information is displayed/available. Hovering on possible rewards in your chosen relic now displays how much you have, crafting requirements and appropriate Ducat value. You can continue to improve the already improved relics both at the Void Relics Refinement Station and in navigation when selecting a relic for the Void mission. Relics you don't own are displayed at the bottom of the grid, which you can choose to view the Rewards. The Mission Void Fissure Reward screen has also been redesigned to reflect these aesthetic changes with the added functionality of the Refinement in the screen selecting relics for the infinite The Void Of Fissure. Extract/Battle One of our oldest screens to date, extract or battle screen, has received a visual facelift! TWO-TINTED COLOR CUSTOMIZATION - ROUND 2! Warframes, Guardians, Weapons, Applications (Armour, Ephemera, etc.) etc.), Syandanas, K-Drives, and Archwings now all have a dual Emissive color option (no Forma required), and a dual energy color option (Forma required). Operators and gilded amplifiers now have a secondary energy option! The color of the primary energy will reflect the main (bright) FX area. This allows for cold chrome damage to have pink FX, heat damage chrome to have a green FX, etc. Ephemera now uses your color attachments. General additions: Prove your respect for Prodmann with a new Body UI theme, background and sound under the user interface of the UI! The winning dream of entering Dojo Jewelry, the Flower Decanter created by Fazone at TennoCon 2018 has been added to the market! The new 'Wisp Motes Glyph' can be purchased under the Glyph profile. Simaris added its own decorations to its Syndicate Offering store! Added message Save the hostage in rescue missions if the hostage is shot down. Added message Can't replicate research in another Dojo clan for players who are not in the clan but are trying to access research in any of the Recommended Dojo. Added video features in the UI ability for Inaros, Ivara, Nidus, Titania, and Wukong! Total weapon change: Alt Fire Ammo's zenith cost is reduced from 5 to 3. The zenith Alt Fire radar currently deployed ammunition is based instead of duration. Tysis Corrosive damage over-time will now apply one tick for projectile punches purposes. The Gaze Kitgun camera now chains up to two targets within 5m. Gun Spear Weapon Changes: A total of 33% clip recharges every second when the spear is deployed. This allows you to use all gun Spear mechanics more smoothly. Increased flight speed of all Gun Spears. The clear reduced zoom FOV. Adjusted impact and radial damage are divided between 230 impacts and 50 impact zones to 160 shock and 120 impact zones. The increased range from 1.6 m to 2 m. Increased the speed of the projectile from 70 to 130. Damage from the original fire has been removed. Remote damage falls away from the primary fire-effect area. The automatic recall timer has been reduced from 20 to 6 seconds. FerroX added 100 shock damage with a 3m-area effect at the end point of the primary fire. The increased Alt Fire cable ranges from 6 m to 10 m. Increased cable chance from 33% to 50%. Increased pulse of cable damage from every 5 seconds to every 2 seconds. The quick throw of the automatic recall timer is reduced from 20 to 10 seconds. The charged automatic recall thrower timer increased from 20 to 30 seconds. The Whip increased the pool with cartridges from 100 to 200. The radius of the Alt Fire bullet armor has been increased from 1.8m to 2 m. The size of the log has been increased from 20 to 40. Increase the area of the fire from 30 to 55. The initial impact of the fire is reduced. After processing the changes in the We changed the effects after handling in your Orbiter for a simple reason: now it matches the rest of the game! It will look less windy and a little bit Rich. A before and after can be found here: Exploiter Orb Changes: Increase Ephemera rate drop on Exploiter Orb with a 6% category drop to 10% of the fall category. The Orb operator now correctly drops the deck of the 12th Scene. General change: Eidolon Hunt Konzu now provides Ostron Standing! 1000 Ostron Standing for Eidolon Hunt: Teralyst, Gantulyst, and Hydrolist Slightly increased the drop rate of seeding Step Ephemera and Aura Forma Blueprint in arbitrations. The Revenant and Allies can now perform Finishers on enemies dazzled by Reave Revenant with a blind Reave Augment equipped. Heavy ammunition now falls with bombards, heavy gunners, Napalms, Corps Tech, Fusion Moas, Oxium Ospreys, Ancient, Corrupt Ancients, and Damaged bombards. Non-consumable survival/excavation/etc. missions (i.e. alerts, departures, daily Syndicate newspapers, etc.) now disable individual prey because it leads to unnecessary host migrations. Cephalon Simaris now sells drawings given during quests in its offerings! This allows you to purchase these items in case you accidentally sold them. The basic number of void marks provided when choosing a relic has been increased from 1 to 5. Reducing the cost of Endo and Credit platinum by 50% and reducing the lowest Endo kit due to non-existent cost. Improve the visibility of Nova's Antimatter Drops to fix the ball unseen until you shoot. Sanctuary Onslaught now has a chance to roll down the Vay Hek Trial Tiles. Removed Mesa Immortal Skin accidentally being on the market. If you bought it you can keep it, otherwise it will remain baro exclusive. Access to limes with lots of drawings and components is optimized (about 50% faster). Hildryn will now use her shields when Melee Channel Lock. Watching Nightwave Challenges while in Solo now suspend the game. Clan Research elements now show whether they have already been created and how many of them have been created. Reducing radial blur in the selection of converged balls. Remote key to access the dojo card legend, it is now there by default when you open the card. Dim overbright lights in Grineer settling tiles. The Grinir ark traps have been modified to prevent them from targeting the Guardians. The adjusted offset position for Due Volpi Syandana is on most Warframes, so it's located below and closer to the back of Warframe. Adjusted compensation for Surator Syandana to avoid clipping on some Warframes and skins. The transition from Fullscreen to Windowed, where the game was originally developed in Fullscreen, has been optimized. Adjusted position of the double secondaries holster at Sarin Prime. Adjusted position of the holster for double secondaries on Banshee Prime to sit Above. Adjusted some of the positions of the Melee holster on Mesa Prime to avoid clipping/floating. Updated description of Enis's Savior Tweaked the brightness of Volt Prime's electricity to correct the dimness. Corrections: Fixed Tenson animal conservation attack if equipped with molecular conversion and retarget. Fixed ability to use The Forma aura on Guardians and Companions. Fixed by Chesa Get a double dive with Nekros' Desecrate. Fixed Chesa / Desecrate double dive with Hydroid/ Chora. Added information: When we added the Nightwave call for Silver Grove, we called for a return to content that would normally be ok. A small handful of players found the feat and as we looked at things, we thought we had fixed the problem with Chesa's new behavior, which could lead to problems. We didn't. We decided to cut a little deeper. Ivara's ability to loot now is the only one that stacks up with other robberies because it works while alive. If the target is dead, successful mining now occurs once, regardless of the source. However, several may try to loot the same body. Yes... it's different from how he's behaved before, but it's a new alleged behavior. Fixed a long claw Demos Claw Skin, which does not unfold when the player switches to Middle Boy mode. Corrected conditions of cryogenic leakage without applying its appropriate status effect. Fixed doors leading to the plains of Eidolon from Cetus lose their texture when jumping on it. Fixed Tatsu is missing the Holster Style option at Arsenal. Fixed Stalker falls from the edge in the closing stages of the Second Dream. Fixed level holes in the Grineer Galleon tile defense as seen here: fixed Coldrive teleportation inside the building in The Retrieve Data Phase Vox Solaris Search. Hildrin Harbour, which remains active, without consuming shields while riding on Dargin. Haven will now be disabled after Hildryn boards Dargyn because he does not have shields to fuel it. Fixed missing alarm in Corpus Survival missions when hacking the first console. A fixed black screen with a limited user interface for customers when Host selects a re-mission after returning to Orbiter from one. Fixed ghouls did not spawn around the goal of the defense in the last stage of one of Ghoult Purge Bounties. Host's Fixed Migration restarts the second stage of Profit-Taker Bounty and cannot continue the mission if Host has captured datamass. Fixed a few animation and FX issues when Baruk has Serene Storm active and double wielding a gun and throwing melee. Fixed Hildryn with an energy bar at the entrance of the Eidolon Plain of Cetus. Fixed by not being able to do anything with Mesa when the Peacemaker at the very moment when the grip of the ledge is trying. Fixed Tipedo Prime land slam not to knock flying enemies (Oxium Ospreys, corrupt drones, etc.) out of Air. Fixed killing enemies with stolen Dargyn run Rank Up! UI notification. Fixed Therma Fault Nullifier Burp affecting players, even if they are outside the volume of Nullifier. Fixed some players having additional Kitgun entries in their profiles that are blank. The fixed countdown timer is endlessly fixated when the Host accepts and cancels the Bounty chosen by the Client from a tent on the plains of Eidolon. Fixed customers seeing the wrong Fx Hack Panel. Fixed the problem with Mountain Cutter/Drill being unequipped when aiming after a quick melee. Fixed the problem with destroying Tusk's armor Thumper plates too quickly forcing him to keep jumping around like a terrible immortal slap chop. Fixed a few cut-offs and floating problems with Navarr Premier Armour on several Warframes. Fixed a laser trap in the floor is not disarming after pulling out the Coolant Cell in the Hull sabotage missions and creating an unintentional wave point. The black flicker and other VFX problems that occur after the breakage of the Termia fault have been corrected. Fixed incorrect height sizes and duration of the Void Aegis Vasarrn under: Fixed flashlight left on and jealously bright after the destruction of the reactor Sabotage missions in Griner settlement and shipyard tiles. Fixed blinded enemies stand still and do nothing after the animation ends while still blinded. Fixed Irradi formations and pickups appear yellow instead of dark red. Fixed Baruk's Elude FX appears opaque and bright green regardless of the energy color chosen. Fixed damaged enemies in the Void appear very yellow. The fixed energy shell of Odonata appears 2 times smaller than it should be in the plains of Aidolone and Orb Wallis. Fixed Maru stood in a T-pose in her bazaar. Fixed grid problems in the Grineer Galleon Spy mission ilesets. Fixed zoning problems in the Corpus Ice Planet tile, which led to the disappearance of the grids. Fixed Cestra and Dual Cestra barrel rotates incorrectly in Fortune and Cetus. Fixed K-Drives don't get affinity and only focus points after installing the lens on it. Fixed the ability to walk on top of water volumes in some areas in Grinir forest tiles. Three records of each version of Kouachi appearing in the Codex have been corrected. Fixed certain diorama quests showing your equipped and custom Warframe instead of being rewarded by Warframe. Extractor's fixed user interface disappears from the Star Chart once completed. Corrected protective dash Varazin does not affect associates after installation or Archwing according to: Fixed unable to change the size of the clan during the following non-clan related events: Balor Fomoriar Razorback Armada Fixed a script error when trying to buy an item from Nightwave Offers. Fixed Oberon, Chora, and Harrow getting received on certain kinds of geometry, if they try to throw their abilities in the air and go down because of it. Fixed enemies aimed with Tetra with the wrong animation reboot. Fixed Mirage's Hall of Mirror clones that do not reflect the default colors of neither winter skin nor Signyn skin. Fixed Telos Boltace and Kronen Prime do not appear when searching for Tonff in Arsenal. Baruk's Desert Wind fixed fists do not apply the appropriately chosen energy color as a Customer. The accident, which can occur when talking to Maru about the missions of ayana at the Maru Bazaar, has been corrected. Fixed the wobbly textures of the water when looking through the water with your weapons sphere. Fixed Sigil bloodshed and bleeding body ephemeral still appear visible when your Warframe is hidden (conversation with bounty givers in Orb Wallis). Fixed enemies affected by the Psychic Bolts of the Knicks do not apply the chosen color of Energy. Fixed Vistapa Premier Syandana clipping through numerous Warframes. Fixed Halikar is not really stealing the wolves sleigh Hammer. Fixed case of the inventory screen, causing overlap in several areas on the orbiter. Fixed to get stuck in the Grineer Forest Defense level ceiling, as reported here: fixed brightness of light on the Opticor vandal to match the opticor base. Fixed Valkyr FX hysteria appears flickering when color correction is turned on. Fixed emblems and badges do not hide when aiming with Atlas Karst Skin. Fixed Altas Karst skin breast tissue clipping through some types of weapons. Fixed Arms Tonifa (Ohma, Kronen, etc.) without having holster positions created for the Equinox Premiere Night Form. The Baruk's Serene Storm ability has been fixed to interfere with your dual-possession pistol and Gleive. Fixed the problem with getting stuck in the ground when leaving the Greenir Marine Laboratory vault. Fixed the problem with Nidus FX's Symbiotic link to Titania. Fixed ceiling issues as seen here: - also slightly reduced the damage ceiling and prevent them from directly killing the player. Fixed the problem with missing reboot sounds when using Glaives with Kitguns. Fixed problem with players going outside at Ceres Shipyard, as seen here: fixed the problem with Melee Weapon trails without respecting the swing speed mods that will make them invisible. Fixed old Hull lockers in the Maru Bazaar fixed problem where the depletion of all ammunition for one The picking no longer re-enables the use of weapons. Fixed missing FX for musical notes in Octavia Octavia's final mission Quest. Fixed Dropships are not really picking up clear landing zones and flying through trees in the plains of Eidolon. Fixed Titania is able to fly out of the level in the second dream. Fixed incorrect placement of teleportation in the Vor's Prize quest. Fixed Dargin patrols sometimes choose inaccessible destinations underground and get stuck on the plains of Eidolon. Fixed some ephemera does not appear in relays or missions after the cinematic is triggered. Source: Warframe Warframe

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