# THE KING OF FIGHTERS XV Patch Ver.1.34

| Changed Area | Description of Change |
|---|---|
| **■System** | |
| Input Lag | · Improved the native latency of the hardware.<br>　*PlayStation5 only |
| Issue where sounds stop and the game freezes. | We have identified a rare problem related to sound that freezes the game, and have included the following as a temporary fix. *The plan is to restore this feature when the cause is resolved.<br><br>· Sound for speakers on controllers have been disabled. |
| UI for Online Rooms | · Changed the button to open the Member List from ESC to F1 on keyboards.<br>　*Only on STEAM / Epic Games Store / Windows10 |
| PARTY VS | · Resolved an issue where the character displayed on their icon was unintended. |
| Other | · Resolved minor issues concerning the UI. |

| Changed Area | Description of Change |
|---|---|
| **■General** | |
| Rush | · Resolved an issue where only some characters were able to follow up on aerial hits.<br>　*Characters in question: ROCK HOWARD, B. JENET, GATO, GEESE HOWARD,<br>　　KING OF DINOSAURS<br><br>· Resolved an issue where only some characters were able to continue the RUSH combo even after whiffing the 2nd hit.<br>　*Characters in question: GATO, ATHENA ASAMIYA, TERRY BOGARD,<br>　　RAMÓN, MEITENKUN<br><br>· Opponent knockback now the same as other characters on first hit.<br>　*Characters in question: KYO KUSANAGI, JOE HIGASHI |
| Hurtbox during jumps | · Resolved an issue where some characters' hurtboxes expanded downwards right before landing compared to other characters.<br>　*Characters in question: ASH CRIMSON, ANDY BOGARD |

| Changed Area | Description of Change |
|---|---|
| **■BENIMARU NIKAIDO** | |
| Iai-Geri (HK Ver.) | · Resolved an issue where Inazuma Sandan-Geri would trigger under a specific command input. |
| **■CHIZURU KAGURA** | |
| 100 Katsu Tenjin no Kotowari (HP Ver.) | · Resolved an issue where players could Super Cancel on whiff. |
| **■CHRIS** | |
| Aerial Drop | · Resolved how the move looks visually. |

## ■K´

| Jumping C | ・Resolved an issue with the hurtbox. |
|---|---|

## ■CLARK STILL

| Frankensteiner | ・Resolved an issue where getting hit by a Blowback Attack during the attack animation would cause it to behave unnaturally. |
|---|---|

## ■TERRY BOGARD

| Close Standing HK | ・Resolved an issue where it would pass through opponents under certain circumstances. |
|---|---|
| Crack Shoot (LK Ver.) | ・Resolved an issue where the alternate costume traveled a different distance than the default one. |

## ■ANDY BOGARD

| Far Standing LK | ・Move properties have been returned to pre ver.130 patch status as they were not behaving as intended.<br>*Reduced the extended recovery frames of this attack. |
|---|---|
| Target Combo 1 | ・Reduced the cancel window for each Standing LK.<br>　*Now the same as other characters<br><br>・Can now trigger from the 2nd hit by pressing DOWN + HK.<br>　*Now the same as other characters<br>　*Was missing from the Patch Ver.1.32 patch notes. |

## ■Ω RUGAL

| Violent Ray | ・Resolved an issue where the command buffer input window was too short. |
|---|---|

## ■ROCK HOWARD

| Elbow Spike | ・Resolved the excessive follow-up time when countering airborne attacks. |
|---|---|
| Parabola Kick | ・Resolved the excessive follow-up time when countering airborne attacks. |

## ■GEESE HOWARD

| Rashoumon | ・Resolved an issue where it would not hit opponents under certain circumstances. |
|---|---|

## ■BILLY KANE

| Dai Kaiten-Geri | ・Resolved an issue where for 1 frame Billy was considered on-ground during the attack animation. |
|---|---|

## ■RYUJI YAMAZAKI

| Drill | ・Resolved an issue where it would not hit opponents under certain circumstances. |
|---|---|