## THE KING OF FIGHTERS XV Patch Ver.1.34

Changed Area	Description of Change
■System	
Input Lag	• Improved the native latency of the hardware.  *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.
	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.      *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.     *Characters in question: ROCK HOWARD, B. JENET, GATO, GEESE HOWARD,     KING OF DINOSAURS
	<ul> <li>Resolved an issue where only some characters were able to continue the RUSH combo even after whiffing the 2nd hit.</li> <li>*Characters in question: GATO, ATHENA ASAMIYA, TERRY BOGARD, RAMÓN, MEITENKUN</li> </ul>
	Opponent knockback now the same as other characters on first hit.     *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.      *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.

Jumping C  Resolved an issue with the hurtbox.  Resolved an issue where getting hit by a Blowback Attack during the attack animation would cause it to behave unnaturally.  PTERRY BOGARD  Close Standing HK  Resolved an issue where it would pass through opponents under certain circumstances.  Resolved an issue where the alternate costume traveled a different distance than the default one.  ANDY BOGARD  Move properties have been returned to pre ver.130 patch status as they were not behaving as intended.  Reduced the extended recovery frames of this attack.  Reduced the cancel window for each Standing LK.  Now the same as other characters  Can now trigger from the 2nd hit by pressing DOWN + HK.  Now the same as other characters  "Was missing from the Patch Ver.1.32 patch notes.  REQUAL  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.  GEESE HOWARD  Resolved an issue where it would not hit opponents under certain circumstances.  BILLY KANE  Resolved an issue where for 1 frame Billy was considered on-ground during the attack animation.  RYUJI YAMAZAKI  Prill  Resolved an issue where it would not hit opponents under certain circumstances.	■K′	
Frankensteiner  Resolved an issue where getting hit by a Blowback Attack during the attack animation would cause it to behave unnaturally.  Resolved an issue where it would pass through opponents under certain circumstances.  Resolved an issue where the alternate costume traveled a different distance than the default one.  Now properties have been returned to pre ver.130 patch status as they were not behaving as intended. Reduced the extended recovery frames of this attack.  Reduced the extended recovery frames of this attack.  Reduced the cancel window for each Standing LK. Now the same as other characters  Target Combo 1  Can now trigger from the 2nd hit by pressing DOWN + HK. Now the same as other characters  Was missing from the Patch Ver.1.32 patch notes.  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.  Resolved the excessive follow-up time when countering airborne attacks.  Resolved an issue where it would not hit opponents under certain circumstances.  BILLY KANE  Resolved an issue where for 1 frame Billy was considered on-ground during the attack animation.  RYUDI YAMAZAKI	Jumping C	Resolved an issue with the hurtbox.
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