

PUBG encountered too many errors, the developer set up his own website to fix

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In 2017, PlayerUnknown's Battlegrounds (PUBG) was only a game at the Early Access stage but achieved 4 million copies sold in just 3 months, becoming a phenomenon of the year.

But when version 1.0 on the PC was released, the number of PUBG errors increased dramatically, gamer status crashed, freezing, low frame rate (FPS) occurred so much that the developer could not fix it .



Therefore, the publisher Bluehole has decided to create a website to collect errors, performance issues, hacking issues . that players encounter in the game to give them a good experience. Best. The website is called FIX PUBG, where Blue Hole announced the PUBG repair schedule, as well as the development schedule of the game in the future.



Bluehole hopes the move will help PUBG's players increase.

You can visit this website at the address below to learn more about it.

FIX PUBG

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