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Subject: Re: EA and BF2

Posted by [Aircraftkiller](#) on Tue, 14 Jun 2005 19:08:20 GMT

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So much for Retardin "knowing" what Battlefield 2 can handle. Remember you bitching in my forum, saying our vehicles and buildings didn't have 19,000 polygons, because BF2 can handle it? Guess what moron, the reason why BF2 has polygon limits that reach about 8,000 for the largest vehicles and structures is because of how large the levels are, and how much crap is put inside of them. If you had any concept of game design you would have known this before, and wouldn't have shown how stupid you were when you tried telling me what BF2 could handle, even though DICE and EA said completely otherwise and supported my work.

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