
Subject: Re: Battlefield 2142 Demo out
Posted by [Scythar](#) on Thu, 12 Oct 2006 09:43:51 GMT
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icedog90 wrote on Thu, 12 October 2006 00:59[NEFobby[GEN] wrote on Wed, 11 October 2006 19:14]I'd buy the game if it wasn't for the numerous problems in Bf2.

I play BF2 occasionally, but it's just such a task just getting into a server:

- Wait for the game to load
- Wait to connect to Account Server
- Find a good server(And wait a ridiculously long amount of time to get the player information for each server you click on)
- Wait for the map to load
- Wait to have your Client Data "Verified"
- Wait to load another map, just because it took you so long to load, that the one you were loading has already ended...So you have to now load the new map, and re-verify your client data.
- Wait for the Join game button to actually work
- Wait for your screen to load
- Get kicked from the server for a "High Average Ping of 105", and start the process over again from step 3.
- Your game crashes. Wait for your desktop to load.
- Start all over again

That's pretty what it's like for me, every time I play BF2. I'm in-game for 2 hours maybe, but only get to play for about 20 minutes. It just isn't worth it. If BF2 was as easy to jump into as Renegade is, then it'd be a whole lot easier for me to enjoy the game. Not to mention the numerous patches released that neither improve the gameplay, nor fix any of the major bugs.

Yeah, I know what you mean. I have that problem when I just play with some friends of mine in the real world (which makes BF2 actually fun because you're yelling at each other across the room). Even with like four people, it still sucks REALLY bad when loading. It's not because our computers suck. Mine doesn't suck, but BF2 crashes a lot for me when I load, or simply has a lot of trouble loading if I change the settings too drastically. The whole loading system is all fucked up, and it takes me like 20-30 minutes just to get in a four player server that is on the local network.

I don't even know why we play it sometimes. I guess it's when we're really bored. Battlefield 1942 is much more fun and classical.

This is all very true, and is likely one of the main reasons games like CS/CS:S are popular: you can join the game in about 10 seconds, loadings included. You also don't have to wait 2 minutes just to unload the game after playing, either. Many of the next generation games have ridiculous loading times already...sucks.

The BF2142 demo loads quite fast though, I'm done loading a map in about 20 seconds, and since the demo only has one map, the first time you load it is the only time you need to do it per

session. Then again, the demo might now have any cheat detections or other verifications which take time.

Oh and you can disable the movies, legal notes and other ads that appear when you boot the demo by renaming the files in mods/bf2142/movies folder. I just added an extra extension to them (.backup), works fine.
