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Subject: Off Topic: Battlefield Vietnam VS. UT2K4  
Posted by [Gus](#) on Sun, 21 Mar 2004 05:50:33 GMT

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DarkDemin1. The Viet-Con Engineers have shovels but look they don't work... This is because EA said we would be able to dig entrances to tunnel systems. OMFG REBORN OFFERS THIS.

It only happens in Linux Dedicated Servers. The engine shovel works fine in Windows version.

I personally don't like UT gameplay...It's too fast paced, like someone said and it was designed for frenetic fragfests, just like its predecessors and other Quake-like games. BF (both) brings the Renegade feeling for me, so I go with it. Look, I'm not comparing engines here, but the gameplay. However, I have to agree that UT2004 brought some very interesting goodies like the TV and built-in voice systems, lots of maps and game modes. Well, BFV is an EA game, so we are used to get a half finished game.

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