Subject: BATTLEFIELD VIETNAM!
Posted by SuperFlyingEngi on Fri, 21 May 2004 02:19:00 GMT

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I've been playing the Soldner beta for a couple days now, and boy, does it ever suck. It's a cool concept, but it has a ton of stuff that it needs to fix. For one, all of the animations and the transitions between animations looks very slapped together. Internet code is much worse the Renegade. Helicopter flying is VERY difficult, takes probably a month of practice to really get grips and be able to fly below tree cover at a moderate pace. But definitely the worst part of it is how long it takes to do anything in that game. At the very beginning of the game right after you activate the application, it goes through a loading screen about 6-8 times longer than loading a Renegade map. Then, once you navigate the menus to get an internet game going, it takes about twice as long as a Renegade map to load the server connection, and once you are in the game, it stalls for about a minute. I dunno if it's my video card or not, but internet seems really laggy.

However, the realistic vehicles are very cool (I especially like Black Hawks) and the soldier customization thing is very neat. However, it takes about 5 minutes of killing people and not dying to save up enough to buy a tank or an Apache. [Generally you start out with 3500 dollars, a kill nets you 1000, capturing a base [Just like Battlefield: Any version] nets you 2000. An apache costs about 18000, a tank costs about 12000-16000. But the variety of everything is great. And right off the bat you can get a good rifle, a cheap buggy, or some other stuff.

Overall, it has great features, but falls flat on its face when it comes to transistion speed.