
Subject: BATTLEFIELD VIETNAM!

Posted by [kooleo](#) on Thu, 13 May 2004 21:18:50 GMT

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Yo, wats up all, i just got BATTLEFIELD VIETNAM and its preety good, if you all have any questions or comments on it I will be happy enough to answer them for you.

Its better than renegade in some ways but i will NEVER lose mt LOVE for renegade. The game is more like real life and have flyable attack planes and attack hellos, i will reccomend the game to gamers who like a sence of reallity in there gameplay. In this game you can kill the piolit in the aircafe IF you have a CLEAR shot. thanks all!

Subject: BATTLEFIELD VIETNAM!

Posted by [Aircraftkiller](#) on Thu, 13 May 2004 21:20:27 GMT

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No.

Subject: BATTLEFIELD VIETNAM!

Posted by [kooleo](#) on Thu, 13 May 2004 21:22:54 GMT

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AircraftkillerNo.

Deap Breath

Why? no, what kinda of answer is that?

Subject: BATTLEFIELD VIETNAM!

Posted by [SS217](#) on Thu, 13 May 2004 21:33:02 GMT

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A good one?

Subject: BATTLEFIELD VIETNAM!

Posted by [kooleo](#) on Thu, 13 May 2004 21:39:13 GMT

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in my opinion i think that this game HAS GREAT graphs and should have a higher price that it does. I love this game and am currently playing it as my game to play this time. (that makes no sence)

Subject: Re: BATTLEFIELD VIETNAM!

Posted by [tooncy](#) on Thu, 13 May 2004 21:45:22 GMT

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kooleoYo, wats up all, i just got BATTLEFIELD VIETNAM and its preety good, if you all have any questions or comments on it I will be happy enough to answer them for you.

Its better than renegade in some ways but i will NEVER lose mt LOVE for renegade. The game is more like real life and have flyable attack planes and attack hellos, i will reccomend the game to gamers who like a sence of reallity in there gameplay. In this game you can kill the piolit in the aircrafe IF you have a CLEAR shot. thanks all!

LEIK OMG! BATTFILED VIETNAM IS SOOO GREAT! LIEK, THE HELICOPT33RS ARE SOO EASSE TO CONTROLL! LIEK OMG IF I WANTED MS FLIGHT SIMULATER I'D BUY IT!

LIEK, IT IS SOOO DETAILED!!!!111 MY GRAPHICS CARD CAN RUN UT2K4 ON NORMAL DETAIL, AND GET THE SAME FRAMERATE OF THIS GAME RUNNING ON VERY LOW DETAIL!!!!1111

THE REESPAWN SYSTEM IS LIEK SOOO REALISITIC!! VECHILES POP OUT OF THE GROUND!!1111!!

OGHH! AND EVERYTHING IS SOOO SLOW, IT TAKES AN HOUR TO GTE SOMEWHERE! LIEK OMG!

THIS GAME R0XX0RZZZ!!!!1111ONE!!!

Subject: BATTLEFIELD VIETNAM!

Posted by [SS217](#) on Thu, 13 May 2004 21:46:09 GMT

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<http://dictionary.reference.com/search?q=sence> :rolleyes:

Subject: BATTLEFIELD VIETNAM!

Posted by [Demolition man](#) on Thu, 13 May 2004 22:06:00 GMT

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SS217A good one?no

Subject: Re: BATTLEFIELD VIETNAM!

Posted by [DBB](#) on Thu, 13 May 2004 22:56:46 GMT

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kooleo In this game you can kill the piolit in the aircrafe IF you have a CLEAR shot. thanks all!

In battlefield1942 you could, but not this game. Sorry. But, the game is awesome, just gotta wait till my friend gives it back!

Subject: BATTLEFIELD VIETNAM!

Posted by [SuperFlyingEngi](#) on Thu, 13 May 2004 23:40:53 GMT

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Is chopper-flying fun? I've been looking around for a game with among other things, effective helicopter usage, and this game has crossed my eye. No offense to all the stalwart defenders of everything Renegade, but as of now aerial units in Renegade suck. And I like helicopters.

Subject: BATTLEFIELD VIETNAM!

Posted by [tooncy](#) on Fri, 14 May 2004 00:19:29 GMT

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Chopper Flying sucks. It's like MS Flight Simulator. If I wanted MS Flight Simulator, I'd buy it.

Subject: BATTLEFIELD VIETNAM!

Posted by [Nukelt15](#) on Fri, 14 May 2004 01:26:58 GMT

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There's already a Vietnam mod for 1942...why the hell would I pay another \$30-50 when I can have just as much fun with a free mod(which is not influenced by EA's meddling)? I'd bet good money that there are balance problems in BF:V that are as bad or worse than BF:1942's uber-medic.

Subject: BATTLEFIELD VIETNAM!

Posted by [DBB](#) on Fri, 14 May 2004 01:47:05 GMT

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The helicopter piloting is actually quite simple, well for anyone that has a brain.

Yes, since the game has not been patched yet (1.1 is upcoming soon) the game does have a few balance issues. The two major ones are the U.S. heavy assault M-60/law & M-60/m29, as well as the snipers being a little to weak.

As for the mod, well IMO BF1942 was horrid. The infantry combat was terrible, but in BF:V they adressed it, and its now more infantry based rather then vehicular. They put far more detail into weapons then any mod could (sept for maybe DC) for 1942. Also, not to mention that this engine allows more than the 1942 engine can. We could debate this all day though, so I guess its personal preference.

Subject: BATTLEFIELD VIETNAM!

Posted by [kooleo](#) on Fri, 14 May 2004 19:11:04 GMT

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DBB, I have shot down a helicopter with a sniper rifle in 3 shots through the window, it is possible. If it is possible in Battlefield 1952 (do not know the date) than it would be allowed in Battlefield Vietnam don't you think?

Subject: BATTLEFIELD VIETNAM!

Posted by [Weirdo](#) on Fri, 14 May 2004 20:01:29 GMT

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kooleoDBB, I have shot down a helicopter with a sniper rifle in 3 shots through the window, it is possible. If it is possible in Battlefield 1952 (do not know the date) than it would be allowed in Battlefield Vietnam don't you think?

You do know in what period WW2 was, don't you?

Subject: BATTLEFIELD VIETNAM!

Posted by [K9Trooper](#) on Fri, 14 May 2004 20:07:06 GMT

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kooleo if it is possible in Battlefield 1952 (do not know the date) than it would be allowed in Battlefield Vietnam don't you think?

You're kidding right?

Subject: BATTLEFIELD VIETNAM!

Posted by [cheesesoda](#) on Fri, 14 May 2004 20:08:33 GMT

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The Korean War was being fought in 1952. We started fighting in WW2 in 1942 (technically 1941, December 10 is when we had war declared on us).

Subject: BATTLEFIELD VIETNAM!

Posted by [K9Trooper](#) on Fri, 14 May 2004 20:10:25 GMT

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Ummm... December 7'th, 1941 the Japanese bombed Pearl Harbor and declared war against the USA, not December 10th.

The declaration of war came shortly after the attack. It was suppose to come prior but the ambassadors of Japan had a problem decoding the message.

Subject: BATTLEFIELD VIETNAM!

Posted by [blackhand456](#) on Fri, 14 May 2004 23:01:08 GMT

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Friday May 15th, 2004 I went to walmart and returned my horable copy of battlefeild Vietnam

Subject: BATTLEFIELD VIETNAM!

Posted by [tooncy](#) on Fri, 14 May 2004 23:50:13 GMT

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DBBThe helicopter piloting is actually quite simple, well for anyone that has a brain.

I can fly a helicopter; I'm just saying it should be simpler. You need about three hands to pick up a vehicle with the Chinook (One to tap the WSAD keys and keep the plane level, another to operate the arrow keys to keep the da** thing from falling over to the left or right, and a third one to lower the crane, and latch the vehicle to the aircraft).

Another thing I forgot to mention, falling. If you fall from more than about 5 feet, you die. Wow, that's realism for ya'. Also, you can deploy a parachute when you're too close to the ground. A parachute has to be at a specific height to open properly. In this game, you can deploy a parachute from about 20 feet off of the ground.

Subject: BATTLEFIELD VIETNAM!

Posted by [Vitaminous](#) on Sat, 15 May 2004 02:34:50 GMT

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I smell IRONY.

You're asking for a "Renegade-like" flying unit system, when you want things to be more realistic like the parachute thing.

By the way, you do not die in any of the Battlefield games if you fall of the ground from 5 feet, I presume that you were exaggerating though, 10-15 feet is pretty much the average.

And what's the big deal with them controls anyway? You have two hands! TWO FREAKING HANDS! There isn't anything hard about it unless you're some kind of air rookie like anybody when they first play the game or did not had any experience with Battlefield1942's modifications (like DESERT COMBAT).

You do not have to use your mouse while flying an helicopter, or even a plane, it's an option.

Subject: BATTLEFIELD VIETNAM!
Posted by [Ferhago](#) on Wed, 19 May 2004 22:01:15 GMT
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I dunno ive shot retards through the heli window before and they lived. If what you say is true and it takes like three sniper shots through a window then yeah forget that.

On the plus side the heli flying and sniping are the most enjoyable parts of bfv

Subject: BATTLEFIELD VIETNAM!
Posted by [DBB](#) on Wed, 19 May 2004 22:28:18 GMT
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kooleoDBB, I have shot down a helicopter with a sniper rifle in 3 shots through the window, it is possible. If it is possible in Battlefield 1942 (do not know the date) than it would be allowed in Battlefield Vietnam don't you think? First, no you cant. You might of shot the copter down, but you did not kill the pilot VIA a shot through the glass. If the pilot died due to the crash then youll see YOUR NAME[weapon]PILOTS NAME. That way you think thats how you killed them.

Also, BF1942 did not have this feature, mods did. Things change in video games and this is one that did.

Also, your 3 shot copter kill was really luck since the copter must of had a miniscule amount of life left.

But, im going to wait for your reponse to deny all claims.

Subject: BATTLEFIELD VIETNAM!
Posted by [DBB](#) on Wed, 19 May 2004 22:30:47 GMT
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<http://www.forumplanet.com/planetbattlefield/topic.asp?fid=6342&tid=1327785&p=1#14301591>

There you go. Proves me right. Only time you can snipe a pilot is when they are not through the glass, ie meaning you see there leg or whatnot from a side back view.

Subject: BATTLEFIELD VIETNAM!
Posted by [kooleo](#) on Wed, 19 May 2004 22:49:15 GMT
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yes, i will admit you are prolly right, i have had the game for like 3 week now and i still do know the game perfectly. But i hav to the guy that posted above me is right

Subject: BATTLEFIELD VIETNAM!
Posted by [prox](#) on Wed, 19 May 2004 22:52:22 GMT
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I don't know what you people are talking about, BFVietnam is a pretty good game. I can understand you don't like the game because you suck the big monkey balls at it (my dad ,) but don't say the game sucks.

Subject: BATTLEFIELD VIETNAM!
Posted by [SuperFlyingEngi](#) on Thu, 20 May 2004 00:13:06 GMT
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There's just a little bit of resentment towards EA and anything they make floating around in these forums. Just a little.

Subject: BATTLEFIELD VIETNAM!
Posted by [DBB](#) on Thu, 20 May 2004 02:59:40 GMT
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^^Agreed.^^

I still love this game though. I cant wait for the awesome mod support.

Also, anyone play Far Cry? The mod support for that is pretty darn big already. Once they fix the netcode that game is going to be fun online (its fun now, but only for 10 minutes before you have to sign off a server then sign back on for the netcode to reset) Still fun though.

PS:Long live Renegade!

Subject: BATTLEFIELD VIETNAM!
Posted by [Aqualite7](#) on Fri, 21 May 2004 02:03:29 GMT
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There is entirely too much anti EA sentiment everywhere. What I don't get is how many lame asses bitch all day about EA but then go buy the games anyway. If you don't like them don't buy there games. It is rather simple. I happen to find EA games fun and so do many other people.

As for BF:V I love the game and play it relatively often. Heli's took a bit to get used to but when you get a good pilot you are nearly unstoppable. There are a couple issues I have with the balance that have been addressed as far as I know. The heavy weapons loadout was bs from the beginning. Too many M-60 n00bs out there (n00bjets anyone?). The other issues I have is that you should never be able to repair a chopper on an enemy LZ. It has created a ridiculous chopper whoring scenario because the USA has no effective anti air capability. The chopper can

repair faster than it can take damage. The only way to get through that is a lucky C4 charge or grenade but thats next to impossible because they mow you down before you get close enough. 80 - 100 kills in a few minutes is crap. Other than those 2 issues I have loved the game and find it very enjoyable.

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 transistions 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.

Subject: BATTLEFIELD VIETNAM!

Posted by [DBB](#) on Fri, 21 May 2004 19:18:45 GMT

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Yah, Soldner is a horrific gaming experience. It had so much potential, but fell so short. Maybe in the final version itll be fixed up a little bit.

Subject: BATTLEFIELD VIETNAM!

Posted by [Aqualite7](#) on Sun, 23 May 2004 18:27:11 GMT

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Lol you guys speak about Soldner as if it were retail. Keyword here fella's, BETA. I am sure the final version will be a much more enjoyable experience but until then your judgements are premature.

Subject: BATTLEFIELD VIETNAM!
Posted by [DBB](#) on Mon, 24 May 2004 22:20:47 GMT
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Yah, but they have a lot to fix before the June retail date, or w/e its set at now. I just dont think itll be fixed to the point of gaming awesomeness like everyone thought.

Subject: BATTLEFIELD VIETNAM!
Posted by [snipbravo](#) on Mon, 14 Jun 2004 01:25:54 GMT
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they should apply the pilot sniping to renegade.

Subject: BATTLEFIELD VIETNAM!
Posted by [BlkXFactr](#) on Mon, 14 Jun 2004 03:01:58 GMT
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It has its ups and downs, one of the downs is the sniper rifles. The zoom isn't very far and when your snipe a tard in the head it doesn't always hit the head. That and stupid bots not having the kindness of a heli pickup. One time they were nice enough to do it, then guess what bail out ??? The chopper was fine the bots were stupid I, however didn't know how to parachute out and die on impact. I even saw stupid idiots in tanks make a wrong turn and fall off the cliff side.

Subject: BATTLEFIELD VIETNAM!
Posted by [DarkDemin](#) on Mon, 14 Jun 2004 03:11:42 GMT
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Who dug this thread up and how shall I kill them.

Subject: BATTLEFIELD VIETNAM!
Posted by [BlkXFactr](#) on Mon, 14 Jun 2004 23:39:36 GMT
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Connecting the dots to each date, this thread wasn't ever dug up in fact it was and is still active.

Subject: Re: BATTLEFIELD VIETNAM!
Posted by [nikki6ixx](#) on Wed, 27 Nov 2013 04:07:59 GMT
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Quote:The sniping starts here, and ends here, WITH ME!
