
Subject: OT: Joint Operations: Typhoon Rising
Posted by [DarkDemin](#) on Mon, 05 Jul 2004 03:40:12 GMT
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This game is so fun I have been playing the demo for a while and I bought it today. games up to 150 people get chaotic but are very fun and force team work.

sorry I don't have any Vechicle SS but I was just figuring out the controls when I took these. I highly recommend it they are working on getting the game to run with up to 300 people. It runs very smoothly even with 56k but takes a some what highend computer.

Subject: OT: Joint Operations: Typhoon Rising
Posted by [Doitle](#) on Mon, 05 Jul 2004 04:11:41 GMT
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Where could we get the demo? I'd be up for some...

Subject: OT: Joint Operations: Typhoon Rising
Posted by [bigjoe14](#) on Mon, 05 Jul 2004 04:36:44 GMT
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<http://www.fileplanet.com/files/140000/141643.shtml>

Subject: OT: Joint Operations: Typhoon Rising
Posted by [Blazea58](#) on Mon, 05 Jul 2004 05:27:15 GMT
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Im really not sure how anyone in this case can like the game.

The graphics are really pleasing, but the amount of bugs is outstanding.

Id say the game is very unplayable, and also, very very boring.

You hop in a heli, that basically flies for you.. Sometimes when you jump out in mid air, you will land right ontop of the blades, and hover there very odly.

The vehicles have major problems to. You get in the first person veiw, and you see right through the vehicle making it almost impossible to see whats going on half the time.

I was shooting a gun on a vehicle, and somehow, the driver got in, and drove away , leaving me

sitting there in a floating gun..
When the driver got killed, so did i, it was complete bs.

The game is having major fps problems, even on some of the best computers around, noone can figure it out, and they seem to be very slow on patches.

I give this game a 2/10, for the lies they put on the box, saying it made people quit playing battlefield for this bullshit..

Sorry, dont happen to like it at all.

Subject: OT: Joint Operations: Typhoon Rising
Posted by [icedog90](#) on Mon, 05 Jul 2004 08:35:24 GMT
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Blazea is right, this game bites. It's a copy cat of Far Cry, and it sucks. It's just as buggy as Blazea mentioned, maybe even worse. Even the menu for quitting the game doesn't pop up properly! This game has made me lose 15 minutes of sleep. Thanks.

Subject: OT: Joint Operations: Typhoon Rising
Posted by [DarkDemin](#) on Mon, 05 Jul 2004 16:10:06 GMT
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Buy the full version and bite me it is a really good game and it has nothing to do with far cry. If you are talking about the physics engine and the water graphics all games are using that now... Most of the gaming magazines love it. Maybe if you didn't suck at playing the game you would like it.

EDIT: The demo will not patch there is no patch for it get the full version and all those bugs are fixed if you want to see the latest patch readme I will post it for you.

Subject: OT: Joint Operations: Typhoon Rising
Posted by [DarkDemin](#) on Mon, 05 Jul 2004 16:17:48 GMT
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Version Update

1.1.1.5 Fix made for players being punted out of Co-Op.

1.1.1.5 Fix added for several system crashes.

1.1.1.5 Fix made to stop emplaced weapons from detaching from vehicles

1.1.0.16 Got letters of enemy command points to display on respawn screen

1.1.0.16 Medic revives now work in Co-Op.

1.1.0.16 Waypoints now work correctly in Co-Op. They now auto-advance when users get within the waypoint area.

1.1.0.16 Added a command line command to allow the users to host without running the system test. Add a `?/serveonly?` to the end of the `?Target?` window in the Joint Ops shortcut to enable a

serve only build.

1.1.0.16 Added a ?distance to? in meters on the outside of the spin map for command points off the spin map.

1.1.0.16 Added in files that did not ship with the game that can be used for user created maps, in anticipation of the mission editor being released in the near future.

1.1.0.16 Added a new large map to the ?M? key.

1.1.0.16 Changed the player?s square color while attached to vehicle. (Now has a white ?X? on it)

1.1.0.16 Added a death animation when users hit CTRL+R.

1.1.0.16 Users can now double click the NW menu to join a game, instead of having to click ?Join?.

1.1.0.16 Goals now transmit in Co-Op mode. Hit your Goals key to see them (defaults to G)

Subject: OT: Joint Operations: Typhoon Rising

Posted by {DG}Stryder on Mon, 05 Jul 2004 16:19:17 GMT

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Wow, I even had fun with the demo...

You need to take the time to figure out how to play. :rolleyes:

Subject: OT: Joint Operations: Typhoon Rising

Posted by Dishman on Mon, 05 Jul 2004 23:08:24 GMT

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I played the demo both on my shitty, statistically lacking computer and on a friends smoother computer. I liked the games that I played in, but it's just too much of a repeat. It's pretty much just Delta Force: Black Hawk Down, with a slightly updated engine and more eye-pleasing levels. 150 players is pretty cool, but it just doesn't really go too well with me, since I've gotten rather tired of DF:BHD, and this as well. Far Cry is better .

Subject: OT: Joint Operations: Typhoon Rising

Posted by DBB on Tue, 06 Jul 2004 01:39:44 GMT

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Meh. The demo's do this game no justice whatsoever. Also, the support for the game is awesome.

Personally I love it, and being a medic in this game emerges you into a whole new game. Oh well.

Subject: OT: Joint Operations: Typhoon Rising

Posted by icedog90 on Sat, 10 Jul 2004 20:54:24 GMT

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DarkDeminBuy the full version and bite me it is a really good game and it has nothing to do with far cry. If you are talking about the physics engine and the water graphics all games are using that now... Most of the gaming magazines love it. Maybe if you didn't suck at playing the game you would like it.

Instead of making an ass of yourself and saying I suck at the game, maybe you should learn to read better. I didn't say it was just like Far Cry, I said it looked like a copy-cat of the game, which meant it had the same jungle setting and feeling as Far Cry. It was really buggy and full of shit, which defines it as a copy-cat game. That is my opinion, and maybe you should control yourself before you jump right in and randomly say I suck at the game. If you really think I suck at the game, then how come I only played the game for 2 minutes, did not die, killed a few people, and left? That is your case of sucking at the game. You're an idiot.

Subject: OT: Joint Operations: Typhoon Rising
Posted by [tooncy](#) on Sun, 11 Jul 2004 12:57:37 GMT
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This game is incredibly boring, the control scheme sucks, and the game is bug ridden. I played this game on my cousin's high end computer, and I still got bad FPS drops. I couldn't join an online game either, so I tried it out in LAN with him V.S. me (He has two computers, I got the crappy one). The game ended out being so boring that I just drove inflatable rafts into this big cruiser off side of the island we were on.

Subject: OT: Joint Operations: Typhoon Rising
Posted by [Majiin Vegeta](#) on Sun, 11 Jul 2004 15:32:33 GMT
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i tried this game a while ago

it lags badly and i was on a 26/50 player server that pinged at 31..
bugs are crazy..
the GFX are shit.. i can never seem to tell friend or foe from a distance
