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Subject: EA and BF2

Posted by [JPNOD](#) on Sun, 12 Jun 2005 16:57:58 GMT

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After lots of thread's and post's i came to the conclusion that EA did a good job once again. Yesterday i downloaded the BF2 demo. And i thought i would not have a problem at all since my system spec is ok but Ti4200 is NOT SUPORTED. It play's HL2, Doom3. Perfectly. But it wont even start up BF.

Now if people vote here : <http://forum.eagames.co.uk/viewtopic.php?t=688>

Then there is a chance that they will suport in more card's because this just looks like bs to me. And maybe they will get there attention of the thousands of Geforce 4 Ti Users that are not able to run this game. And not only this game maybe the next game they release will not suport this cards aswell. So vote for Ti please

Gj EA

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Subject: Re: EA and BF2

Posted by [Deactivated](#) on Sun, 12 Jun 2005 17:06:10 GMT

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The demo doesn't work with Ati cards.. it just crashes back to desktop on startup.

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Subject: Re: EA and BF2

Posted by [Javaxcx](#) on Sun, 12 Jun 2005 17:11:50 GMT

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It works fine on ATI cards. I know several people running it flawlessly on X700s.

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Subject: Re: EA and BF2

Posted by [JPNOD](#) on Sun, 12 Jun 2005 17:16:52 GMT

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CommandoSR wrote on Sun, 12 June 2005 13:06The demo doesn't work with Ati cards.. it just crashes back to desktop on startup.

Well, did you update drivers and stuff? there is threads and stuff to find out what driver you need for your card. If you have a card from 8500 till now then it should work.

I know its a demo, but for a demo this is buggy as hell, and this is realy show EA is just for the quick money. But they forget that alot of people still use The Geforce 4 cards. So they are losing alot of costumers.

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Subject: Re: EA and BF2  
Posted by [cmatt42](#) on Sun, 12 Jun 2005 17:30:31 GMT  
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I tried to play with my Radeon 9200; it crashed my drivers, and I had to reboot. Yeah, EA did another "great" job.

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Subject: Re: EA and BF2  
Posted by [DrasticDR](#) on Sun, 12 Jun 2005 17:44:27 GMT  
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It works fine with my 9600 but I'm looking towards an upgrade for when this game is released.

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Subject: Re: EA and BF2  
Posted by [hunteroo2](#) on Sun, 12 Jun 2005 18:30:08 GMT  
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cant get it to open...but im not sure what kind of video card i have...

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Subject: Re: EA and BF2  
Posted by [bigjoe14](#) on Sun, 12 Jun 2005 18:34:31 GMT  
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Don't blame EA for all the problems, blame DICE. This is their third Battlefield game and they still haven't fixed anything. All the problems that were in Battlefield 1942 are still in Battlefield 2.

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Subject: Re: EA and BF2  
Posted by [Deactivated](#) on Sun, 12 Jun 2005 18:38:14 GMT  
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I blame EA for not giving DICE enough time and resources to kill the bugs.

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Subject: Re: EA and BF2  
Posted by [Aircraftkiller](#) on Sun, 12 Jun 2005 18:47:54 GMT  
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Semen, you're an idiot... They've had years to fix those problems.

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Subject: Re: EA and BF2

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Posted by [Deactivated](#) on Sun, 12 Jun 2005 18:56:33 GMT

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Congratulations, you got my attention. What else accomplishments you have done in the past?

Quote:There are no idiots. There are only geniuses and then there are people who are less genius, but still, they're geniuses.

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Subject: Re: EA and BF2

Posted by [Blazer](#) on Sun, 12 Jun 2005 19:17:02 GMT

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It didnt work right with my card (GeForce 6600 GT), until I installed the drivers that came with it (came with bf2), then it worked great.

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Subject: Re: EA and BF2

Posted by [glyde51](#) on Sun, 12 Jun 2005 19:26:54 GMT

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Trielite Forums  
VitaminousWe were expecting a lot from it, but overall, it was a huge disappointment.

I have to say, Battlefield 2 is a failure like most games that had been released by EA and its sub-studios since the middle of 2004.

Ever since Dice got bought by Electronic Arts all they produced was shit, to be frank.

Battlefield: Vietnam being the first game of the series to suck, with its broken promises and major bugs... Now, we're in 2005, and there are two upcoming releases of the Battlefield franchise to be released by EA, Battlefield 2, and Battlefield: Modern Combat, which is going to be the first game on the franchise to be on the home gaming consoles.

So yeah, let me sum up this preview of the full game Dice has given us.

Graphically, I couldn't really say it's not pretty, but due to hardware restrictions, which are major (\*cough\* sponsorship \*cough\*) in every way possible, the game looks like... Ass. It's not the base requirements that bother me the most, but really the restrictions. Then, there are the resolutions... Unlike in many other games, they are not restricted by the hardware, but by the engine, I must say that this was one of the problems I had with Battlefield: Vietnam, not being able to fully experience the game graphically. Result? Graphics end being poor and non-crispy, aka: not interesting. Dice pretends they have made a new graphics engine for Battlefield 2, and the more I'm playing, they more I'm doubting, just look at the distance limitations! TRY TO FLY A PLANE WITHOUT FINDING YOURSELF LOADING TERRAIN GRAPHICS, the drawing distance limitations were even better in Battlefield 1942 for fucks sake, hence why I think that they just modded the existing engine and nothing else.

Sound? Didn't really have issues with it, as long as the hardware renders it it should sound good/great. What's laughable is that Creative is a 'sponsor' and most of their existing hardware is listed as incompatible.

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Gameplay, I must say that the new 'fragdoll' physics give it a nice twist, but unlike in games like Counter-Strike: Source or Far Cry, you'll never end up seeing dead bodies in funny positions. (There's a TINY learning curve for original Battlefield 1942/Desert Combat users, mainly due to the physics again.) The controls are well located, the AI seems to be quite familiar (BF:V + i.e.: bots crashing their H1s into M1A2s if they're in the way, then realising a minute later that it's in the way and they should take another path (seriously)), plus they didn't include a 32 players(+) Single Player version of the map given in the demo, telling me that they still haven't found a way to get the bots to fly properly (now that some planes are working differently).

I haven't had the chance to try the Commander mode again, so I can't really comment on the RTS part of the game, apart from that the whole gameplay is pretty much like Battlefield 1942's but better. The addition of voice chat like in most FPS nowadays was a good thing, too bad it's more compressed than Valve's own 'version'. Oh, almost forgot about the balance, again they're still having the same issues they had with Battlefield: Vietnam when it was released (i.e.: underpowered weapons and over powered one), and yeah that's about it, most sides seem to be equal.

Overall I don't think it's worth buying, unless they do MAJOR improvements in the next 2 weeks or so, because it's going to end up being another piece of shit like Battlefield: Vietnam.

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Subject: Re: EA and BF2

Posted by [Dan](#) on Sun, 12 Jun 2005 19:46:59 GMT

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I've played the demo today, and I quite like it at the moment. Although aircraft are fuck hard to fly, with practice it should become better although I find it very hard to hit ground targets in a jet. They need to extend the draw distance as well, because the current draw distance doesn't allow you to aim at aircraft fast enough as soon as you see them. Helicopters are harder to fly. The first time I tried to fly one, I managed to go upwards fine, but then I tried to turn left and flipped over and crashed into the aircraft carrier :/

Graphics wise it's alright. I can run everything at max settings with my X800 Pro with absolutely no problems at all and great frame rates all the time. But things could look better.

Overall I like the game, and I might buy it when it is released. I have never played any of the other battlefield games, so I won't know of any of the problems or bugs that were in the last ones, but it seems good so far.

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Subject: Re: EA and BF2

Posted by [JPNOD](#) on Sun, 12 Jun 2005 20:01:05 GMT

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Isn't Renalert going to use the BF2 engine

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Subject: Re: EA and BF2  
Posted by [Ferhago](#) on Sun, 12 Jun 2005 20:23:10 GMT  
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Jesus christ why did you post that link. There is more stupidity in there than should be in any single place at any given time

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Subject: Re: EA and BF2  
Posted by [glyde51](#) on Sun, 12 Jun 2005 20:51:55 GMT  
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Dan wrote on Sun, 12 June 2005 15:46I've played the demo today, and I quite like it at the moment. Although aircraft are fuck hard to fly, with practice it should become better although I find it very hard to hit ground targets in a jet. They need to extend the draw distance as well, because the current draw distance doesnt allow you to aim at aircraft fast enough as soon as you see them. Helicopters are harder to fly. The first time I tried to fly one, I managed to go upwards fine, but then I tried to turn left and flipped over and crashed into the aircraft carrier :/

Graphics wise its alright. I can run everything at max settings with my X800 Pro with absolutely no problems at all and great frame rates all the time. But things could look better.

Overall I like the game, and I might buy it when it is released. I have never played any of the other battlefield games, so I wont know of any of the problems or bugs that were in the last ones, but it seems good so far.

I think the target is somewhere below us... THERE IT RENDERED GET IT! omg wtf I passed it?!

---

Subject: Re: EA and BF2  
Posted by [Opalkilla](#) on Sun, 12 Jun 2005 22:18:00 GMT  
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Opalkilla hugs his Radeon X300 SE. It works GREAT with this card.

---

Subject: Re: EA and BF2  
Posted by [glyde51](#) on Sun, 12 Jun 2005 22:23:04 GMT  
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/me slaps Opalkilla

ASSJACK XD

---

Subject: Re: EA and BF2

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Posted by [Opalkilla](#) on Sun, 12 Jun 2005 22:23:54 GMT

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What do you have?

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Subject: Re: EA and BF2

Posted by [zgunner12](#) on Sun, 12 Jun 2005 22:27:21 GMT

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Same exact thing happens to me,I double-click BF2,screen turns black,then goes right back to desktop...

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Subject: Re: EA and BF2

Posted by [glyde51](#) on Sun, 12 Jun 2005 22:54:03 GMT

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Opalkilla wrote on Sun, 12 June 2005 18:23What do you have?

Radeon 9600 PRO 128MB

Sapphire

---

Subject: Re: EA and BF2

Posted by [Falconxl](#) on Mon, 13 Jun 2005 00:00:54 GMT

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I guess I'm one of the lucky ones. I can play it without a hitch settings maxed on my 9700 Pro.

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Subject: Re: EA and BF2

Posted by [Opalkilla](#) on Mon, 13 Jun 2005 00:58:52 GMT

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I can play it at max settings with no problems as well.

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Subject: Re: EA and BF2

Posted by [Jecht](#) on Mon, 13 Jun 2005 03:31:37 GMT

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I have a Radeon9000 on my notebook, as soon as I try to open the game it exits to the desktop. Is the actual game going to be able to be played on the 9000?

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Subject: Re: EA and BF2

Posted by [Chronojam](#) on Mon, 13 Jun 2005 04:05:30 GMT

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I haven't yet managed to get it, I figure it won't run anyways, but I did read the descriptive text document regarding it that was provided.

It's fucking hysterical! Seriously.

"What's laughable is that Creative is a 'sponsor' and most of their existing hardware is listed as incompatible."

It can't get more true than this! The majority of cards listed on their incompatible list were CREATIVE cards. However, as a consolation prize, your one Useful Links (why'd they pluralize it?) for drivers was Creative's site. It's laughable that they even wasted the time to make a little formatted header for this single link, rather than saying "Check with your manufacturer."

Another favorite of mine? They don't support any joysticks plugged into the joystick port. Wait a fucking second, what was that? I bet they won't support keyboards plugged into the PS2 port either, right? Actually, they seriously don't suggest any keyboards that don't let you hit 3 or more keys at once, meaning that (as far as I can tell) they want you to go buy a USB keyboard (?) and that surprised me that they didn't list a particular brand)

The more I read, the more I laughed. There were laughs right up till the end even, where they listed another little Fun Links Nobody Will use section. Three of them. "Microsoft, Our page, Our page." And that's it.

Maybe I'm being unfair to EA/Dice, or maybe they're just trying to be ridiculous and force us all to buy only Alienware computers that feature the hardware they support because EA has triangle deals with Alienware and nVidia and Creative that take priority over making a quality, mass-appealing-and-playable game.

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Subject: Re: EA and BF2

Posted by [Lijitsu](#) on Mon, 13 Jun 2005 04:10:31 GMT

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glyde51 wrote on Sun, 12 June 2005 14:26Trielite ForumsVitaminous

Overall I don't think it's worth buying, unless they do MAJOR improvements in the next 2 weeks or so, because it's going to end up being another piece of shit like Battlefield: Vietnam.

FUCK YALL! BATTLEFIELD: VIETNAM RULES! Albeit its a tad easy to snipe people, IT STILL RULES!

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Subject: Re: EA and BF2

Posted by [Dave Anderson](#) on Mon, 13 Jun 2005 04:53:37 GMT

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EA not supporting ATI cards? WTF. ATI and Nvidia are like the top dogs in graphics aren't they? If EA doesn't support ATI than they are letting down thousands of gamers who use ATI cards. ATI is the only card I have used in my computer since I bought it. I run a ATI Radeon 9200 Se, because I am limited with a PCI interface. But I love my ATI card and if EA doesn't support ATI than they can just screw off! \*Disses EA\* W00t!

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Subject: Re: EA and BF2  
Posted by [flyingfox](#) on Mon, 13 Jun 2005 05:06:31 GMT  
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Who gives a fuck.

And go back to school JP, you should be learning spelling and grammar instead of playing games and making yourself stupider.

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Subject: Re: EA and BF2  
Posted by [JPNOD](#) on Mon, 13 Jun 2005 13:15:28 GMT  
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I'm learning english on school.  
And maybe its a good idea to bring some valuable input in next time. Because there is alot of people who cant play this " demo"

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Subject: Re: EA and BF2  
Posted by [tooncy](#) on Mon, 13 Jun 2005 13:28:53 GMT  
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My main complaints with this game, I'll start with my biggest, then the rest are out of order:

-Infantry combat still fucking sucks. Its their 3rd freaking game and they haven't fixed this one. It STILL takes way too many shots to kill a person (I shot a guy 4 times in the head with a pistol and he didn't die), and the combat in general seems slow, poorly done, and boring. Plus vehicles can make short work of foot soldiers. To make matters worse, DICE went with that 2D pasted on iron sight for when your trying to aim down the sight with a rifle or other gun. That kind of sight is just annoys the hell out of me. It takes up way too much of the screen and just looks shitty.

-It still takes 3 hands to fly any aircraft.

-Lower end systems get shitty ass support.

-There is no reticle when using the 3rd person camera on a tank, and it lacks the "Lock camera to vehicle turret" function that almost every other game has.

-They cut off support for gameport joysticks. Goodbye 90% of joystick users.



-There are a ton of useless camera angles that you have to cycle through to get to 3rd or 1st person (The two useful angles).

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Subject: Re: EA and BF2

Posted by [Dan](#) on Mon, 13 Jun 2005 15:10:04 GMT

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Ok I lied... well rather, BF2 lied to me. When I installed it first, I put the settings all on max. And pressed apply. It told me to restart the game to make the new settings work, fair enough. So I do that and then play and its still running on all the old medium settings wtf? Well I've got it all on Max settings now and it all looks much better. A slight bit of jerkiness in some places for the first 2 minutes of playing but after that its fine. Although, I do get some crashes quite often.

I dont find aircraft too hard to fly anymore. I still suck but I can last more than half a minute before I fly into the ground or anything. Although I still suck at attacking the ground in the jets. And for some reason, whenever I aim at someone's head with my sniper rifle, and shoot. They dont seem to die until another shot. Am I missing some detail which the sniper rifles have?

I like the game overall though.

---

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Subject: Re: EA and BF2

Posted by [WNxCABAL](#) on Mon, 13 Jun 2005 17:54:42 GMT

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gbull wrote on Mon, 13 June 2005 04:31I have a Radeon9000 on my notebook, as soon as I try to open the game it exits to the desktop. Is the actual game going to be able to be played on the 9000?

I got the same chipset on my laptop  
Acer Travelmate 2500

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Subject: Re: EA and BF2

Posted by [Jaspah](#) on Mon, 13 Jun 2005 20:11:53 GMT

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Dan wrote on Mon, 13 June 2005 11:10Ok I lied... well rather, BF2 lied to me. When I installed it first, I put the settings all on max. And pressed apply. It told me to restart the game to make the new settings work, fair enough. So I do that and then play and its still running on all the old medium settings wtf? Well I've got it all on Max settings now and it all looks much better. A slight bit of jerkiness in some places for the first 2 minutes of playing but after that its fine. Although, I do get some crashes quite often.

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I like the game overall though.

When flying the planes and using missiles, I noticed that when I fire the missiles, they fire about 10 feet in front of my reticle.

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Subject: Re: EA and BF2

Posted by [Aircraftkiller](#) on Mon, 13 Jun 2005 20:46:59 GMT

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My only problem with the game so far is that the sniper class is practically worthless. You can't zoom in far enough to see someone's head properly, and it's damn near impossible to hit them unless they're sitting still. Might as well rename the class to "Grenadier" since that's the only thing they can really do any damage with.

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Subject: Re: EA and BF2

Posted by [Dan](#) on Mon, 13 Jun 2005 21:12:44 GMT

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I agree, snipers are hard to use unless they are standing still. Although earlier today I seemed to get the knack of them a bit. I climbed up to the top of the oil derrick and sniped them while they waited for their aircraft in the prone position. I found that I had to hover over their head for a second, and then shoot to be able to kill them, but body shots seem to be worthless. I managed to kill a few people while they were running, I'm proud of that. Snipers tend to do better damage when an enemy is close up though, easier to hit =).

I've also found that by adjusting the yaw factor to 3 in the aircraft settings, Its easier to yaw faster and thus get enemy jets and missiles off your tail, and do some barrel rolls and loops. Using the A and D keys control your rudder and help aim at ground targets too.

One tank shell should be able to take out an aircraft.

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Subject: Re: EA and BF2

Posted by [idebo](#) on Mon, 13 Jun 2005 21:50:44 GMT

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The only useful infantry classes are the Special Forces and Soldiers...

I have a ATI Radeon 9200 (64 mb VRAM) and I can run it like a train on lowest settings.

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Subject: Re: EA and BF2  
Posted by [Jecht](#) on Tue, 14 Jun 2005 01:59:17 GMT  
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is it possible to run it on a 9000?

---

Subject: Re: EA and BF2  
Posted by [zgunner12](#) on Tue, 14 Jun 2005 02:02:29 GMT  
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gbull wrote on Mon, 13 June 2005 21:59: is it possible to run it on a 9000?

Battlefield 2 only supports the following video cards:

- Radeon X700 (PCIe)
- Radeon X600 (PCIe)
- GeForce 6600 (PCIe)
- GeForce PCX 5900 (PCIe)
- GeForce 5800 Series (AGP)
- ATI Radeon X800 XT Platinum Edition
- ATI Radeon X800 PRO
- ATI Radeon 9800 Series
- ATI Radeon 9600 Series
- ATI Radeon 9550 (RV350LX)
- ATI Radeon 9500 / 9700 Series
- ATI Radeon 8500 Series
- ATI Radeon X300 Series
- NVidia GeForce 6800 Ultra
- NVidia GeForce 6800 GT
- NVidia GeForce 6800
- NVidia GeForce FX 5950 Series
- NVidia GeForce FX 5900 Series
- NVidia GeForce FX 5700 Series

So basically, no

---

Subject: Re: EA and BF2  
Posted by [Lijitsu](#) on Tue, 14 Jun 2005 02:35:16 GMT  
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toony wrote on Mon, 13 June 2005 08:28: It still takes 3 hands to fly any aircraft.

You cant fly any Aircraft? The hell is wrong with you? I never played 1942, but in Vietnam the Choppers are easy as hell to fly, when you get used to them. It only took me a few deaths in the ocean to get a knack for flying them. Then i starting throwing APCs at troops on the ground by attaching the Vehicle Pickup wire to a damaged APC and dropping it over the Vietnamese forces.

Fun. And the jets are pretty easy to fly to, when you figure out how to do sharp turns. Just turn with the mouse, and use the A&D keys depending on which way you turn. Or whatever buttons you use to strafe with. You perform a tight turn in which you may dodge AA fire, or other jets, aswell as just making a tight turn. Great for Napalming things.

---

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Subject: Re: EA and BF2

Posted by [Jecht](#) on Tue, 14 Jun 2005 03:40:05 GMT

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zgunner12 wrote on Mon, 13 June 2005 21:32gbull wrote on Mon, 13 June 2005 21:59is it possible to run it on a 9000?

Battlefield 2 only supports the following video cards:

Radeon X700 (PCIe)

Radeon X600 (PCIe)

GeForce 6600 (PCIe)

GeForce PCX 5900 (PCIe)

GeForce 5800 Series (AGP)

ATI Radeon X800 XT Platinum Edition

ATI Radeon X800 PRO

ATI Radeon 9800 Series

ATI Radeon 9600 Series

ATI Radeon 9550 (RV350LX)

ATI Radeon 9500 / 9700 Series

ATI Radeon 8500 Series

ATI Radeon X300 Series

NVidia GeForce 6800 Ultra

NVidia GeForce 6800 GT

NVidia GeForce 6800

NVidia GeForce FX 5950 Series

NVidia GeForce FX 5900 Series

NVidia GeForce FX 5700 Series

So basically,no

shit

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Subject: Re: EA and BF2

Posted by [idebo](#) on Tue, 14 Jun 2005 06:12:11 GMT

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zgunner12 wrote on Mon, 13 June 2005 21:02gbull wrote on Mon, 13 June 2005 21:59is it possible to run it on a 9000?

Battlefield 2 only supports the following video cards:

Radeon X700 (PCIe)  
Radeon X600 (PCIe)  
GeForce 6600 (PCIe)  
GeForce PCX 5900 (PCIe)  
GeForce 5800 Series (AGP)  
ATI Radeon X800 XT Platinum Edition  
ATI Radeon X800 PRO  
ATI Radeon 9800 Series  
ATI Radeon 9600 Series  
ATI Radeon 9550 (RV350LX)  
ATI Radeon 9500 / 9700 Series  
ATI Radeon 8500 Series  
ATI Radeon X300 Series  
NVidia GeForce 6800 Ultra  
NVidia GeForce 6800 GT  
NVidia GeForce 6800  
NVidia GeForce FX 5950 Series  
NVidia GeForce FX 5900 Series  
NVidia GeForce FX 5700 Series

So basically, no

You forgot the ATI Radeon 9200...

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Subject: Re: EA and BF2

Posted by [hunteroo2](#) on Tue, 14 Jun 2005 06:35:26 GMT

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Lijitsu wrote on Mon, 13 June 2005 22:35tooncy wrote on Mon, 13 June 2005 08:28-It still takes 3 hands to fly any aircraft.

You cant fly any Aircraft? The hell is wrong with you? I never played 1942, but in Vietnam the Choppers are easy as hell to fly, when you get used to them. It only took me a few deaths in the ocean to get a knack for flying them. Then i starting throwing APCs at troops on the ground by attaching the Vehicle Pickup wire to a damaged APC and dropping it over the Vietnamese forces. Fun. And the jets are pretty easy to fly to, when you figure out how to do sharp turns. Just turn with the mouse, and use the A&D keys depending on which way you turn. Or whatever buttons you use to strafe with. You perform a tight turn in which you may dodge AA fire, or other jets, aswell as just making a tight turn. Great for Napalming things.  
most things are easy once you get the hang of it

---

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Subject: Re: EA and BF2

Posted by [Aircraftkiller](#) on Tue, 14 Jun 2005 08:14:17 GMT

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It runs on my FX 5200 system without a hitch, although I do have to put everything on low in order to play it without 15 FPS.

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Subject: Re: EA and BF2  
Posted by [Renardin6](#) on Tue, 14 Jun 2005 08:26:40 GMT  
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BTF2 sucks.

Why? Consider I run the demo on HIGH SUPER MAXIMUM GRAPHICS with a Geforce 6800 GT 256 MBDDR3 + 1024 MB DDR + AMD ATHLON XP BARTON 3200+...

And what do we get?

This:

- If you aren't close to vegetation, it looks horrible.
- see the 2 metal panels on the side of the gun using a 64 pixel texture. Even the borders don't match the panels...(it's an example of common half-done stuff you can barely see everywhere on the demo, all looks liek rushed...)
- The game isn't slow and turn at 60 fps without any problems on high details but nothing impressive.
- EA...
- They worked a lot on the maps, on this pic you can already notice the same caban on right, left and further...

Conclusion: HI2, Far Cry, Doom3 own BTF2

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Subject: Re: EA and BF2  
Posted by [DrasticDR](#) on Tue, 14 Jun 2005 12:19:20 GMT  
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When I run BF2 on HIGH SUPER MAXIMUM GRAPHICS I get this.

<http://sonicletm.com/sean1/bf2.jpg>

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Subject: Re: EA and BF2  
Posted by [Renx](#) on Tue, 14 Jun 2005 12:29:16 GMT  
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For all you people complaining about your ATI cards not working, that's not an EA problem at all, it's a problem with the latest ATI drivers that they're already trying to fix. Roll back to 5.1 and it will run fine. Try the 5.1 Omega drivers.

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Subject: Re: EA and BF2  
Posted by [JPNOD](#) on Tue, 14 Jun 2005 13:28:28 GMT  
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finnaly my turn to see what kind of game it is

[http://www.renegadeforums.com/index.php?t=msg&goto=159780&rid=2368#msg\\_159780](http://www.renegadeforums.com/index.php?t=msg&goto=159780&rid=2368#msg_159780)

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Subject: Re: EA and BF2  
Posted by [Jecht](#) on Tue, 14 Jun 2005 14:04:30 GMT  
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Never again will I fuck with my Drivers, I tried to once and ended up fucking up my resolution. Scared the hell outa me til I realized I just had to uninstall em

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Subject: Re: EA and BF2  
Posted by [idebo](#) on Tue, 14 Jun 2005 14:55:05 GMT  
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DrasticDR wrote on Tue, 14 June 2005 08:19When I run BF2 on HIGH SUPER MAXIMUM GRAPHICS I get this.

<http://sonicletm.com/sean1/bf2.jpg>  
Ho-ly shit!

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Subject: Re: EA and BF2  
Posted by [Aircraftkiller](#) on Tue, 14 Jun 2005 19:08:20 GMT  
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So much for Retardin "knowing" what Battlefield 2 can handle. Remember you bitching in my forum, saying our vehicles and buildings didn't have 19,000 polygons, because BF2 can handle it? Guess what moron, the reason why BF2 has polygon limits that reach about 8,000 for the largest vehicles and structures is because of how large the levels are, and how much crap is put inside of them. If you had any concept of game design you would have known this before, and wouldn't have shown how stupid you were when you tried telling me what BF2 could handle, even though DICE and EA said completely otherwise and supported my work.

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Subject: Re: EA and BF2  
Posted by [Jaspah](#) on Tue, 14 Jun 2005 19:17:13 GMT  
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Aircraftkiller, do you still have that Geforce FX 5200? I was just curious if it ran BF2.

---

Subject: Re: EA and BF2  
Posted by [Aircraftkiller](#) on Tue, 14 Jun 2005 19:23:05 GMT  
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I said it ran BF2 without a problem, with all settings set as low as possible, earlier in the thread.

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Subject: Re: EA and BF2  
Posted by [Dan](#) on Tue, 14 Jun 2005 19:44:07 GMT  
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Renardin... They cant possibly be Max settings... You dont even have any antialiasing on. And double check the settings. I changed them, but for some reason BF2 didnt record my changes when I next ran the game, so I thought I was running max settings when I was still running medium.

I run all settings on the highest possible, except antialiasing which I think is on 4x, possibly 2x. I think my card could handle 6x just as well though, the only stuttering I get is when I fly over the map for the first time.

---

Subject: Re: EA and BF2  
Posted by [Doitle](#) on Tue, 14 Jun 2005 21:02:20 GMT  
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Never fear JP! Someone figured out how to let us play! Huzzah!

[http://www.forumplanet.com/planetbattlefield/topic.asp?fid=1\\_3392&tid=1672681](http://www.forumplanet.com/planetbattlefield/topic.asp?fid=1_3392&tid=1672681)

Run that and join me in game! This is what you can look forward to lol...

---

Subject: Re: EA and BF2  
Posted by [bigjoe14](#) on Tue, 14 Jun 2005 21:06:18 GMT  
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The game is very dependent on its lighting system in order to look good. Turn off all of the lighting effects and it looks exactly like the original Battlefield game.

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Subject: Re: EA and BF2

Posted by [idebo](#) on Tue, 14 Jun 2005 21:26:15 GMT

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Doitle wrote on Tue, 14 June 2005 17:02Never fear JP! Someone figured out how to let us play! Huzzah!

[http://www.forumplanet.com/planetbattlefield/topic.asp?fid=1\\_3392&tid=1672681](http://www.forumplanet.com/planetbattlefield/topic.asp?fid=1_3392&tid=1672681)

Run that and join me in game! This is what you can look forward to lol...

Lol, so that's how it looked when I pwnd you... xD

---

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Subject: Re: EA and BF2

Posted by [Doitle](#) on Tue, 14 Jun 2005 21:36:52 GMT

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lol when I get pwned I don't even know it. I usually can't see anything.

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Subject: Re: EA and BF2

Posted by [DarkDemin](#) on Wed, 15 Jun 2005 04:16:12 GMT

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CommandoSR wrote on Sun, 12 June 2005 13:06The demo doesn't work with Ati cards.. it just crashes back to desktop on startup.

Works fine with my 9600XT

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Subject: Re: EA and BF2

Posted by [Renardin6](#) on Wed, 15 Jun 2005 08:23:43 GMT

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Dan wrote on Tue, 14 June 2005 13:44Renardin... They cant possibly be Max settings... You dont even have any antialiasing on. And double check the settings. I changed them, but for some reason BF2 didnt record my changes when I next ran the game, so I thought I was running max

settings when I was still running medium.

I run all settings on the highest possible, except antialiasing which I think is on 4x, possibly 2x. I think my card could handle 6x just as well though, the only stuttering I get is when I fly over the map for the first time.

It's maximum settings. If you don't believe, go at the same place on the map. Make a screenshot. The only way to make this looks better is using an higher res. (like 1600\*1200)

And yes, if you remove some lightning effects, you are in btf1942. I still prefer Renegade. C&C mode is cool, BTF is crap. But that's just my opinion.

Anyway I tested max graphics with 1600\*1200 and HL2 is still superior to that. The trees still look bad.

<http://reborn.communityteam.de/btf2high1.jpg>  
<http://reborn.communityteam.de/btf2high2.jpg>  
<http://reborn.communityteam.de/btf2high3.jpg>  
<http://reborn.communityteam.de/btf2high4.jpg>

It means that the game will look decent only if you turn all to max and have 1600\*1200 as screen res. Even HL2 looks better on a 800\*600.

---

Subject: Re: EA and BF2

Posted by [Majiin Vegeta](#) on Wed, 15 Jun 2005 12:37:09 GMT

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only good thing about BF2 is the squad system its the only new thing i have seen apart from the models

it still has its shity menu system which is fucking annoying when trying to "esc" out of spawn menu and then it takes 10 seconds to load the main menu then another 10 to get back into game and by that time your dead :/

also has its shity voting system aswell you need 90% of players to vote to get a TKer kicked and only 10% of the players know how to vote >\_<

Do not waste your money buying this game its a rip off

---

Subject: Re: EA and BF2

Posted by [DrasticDR](#) on Wed, 15 Jun 2005 14:53:45 GMT

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I'm having a great time playing it so it will be top priority on my shopping list.

---

Subject: Re: EA and BF2

Posted by [Buavey](#) on Wed, 15 Jun 2005 15:10:23 GMT

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my 6800 Gt works great with it but I still agree with JPNOD. It is bullshit that they would pull this crap in order to temp people into buying better cards. If you card can support HL2, Doom 3, etc, then this is complete bs, because the graphics look a hell of alot better in those games in my opinion. Not to mention, I had the most recent drivers installed and they wanted to reinstall them on me. Not to mention my drivers were 3rd party ones that were tweaked out so they perform a hell of a lot better but w/e. EA is gay and always Gay. They call themselves an Independent Company, what more can I say their. Yeah, EA is obviously a Independent. (Sarcasm for those who didnt know)

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Subject: Re: EA and BF2

Posted by [Dan](#) on Wed, 15 Jun 2005 17:00:21 GMT

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The only reason the Ti cards dont like BF2, is because BF2 uses pixel shader 1.4, and the Ti cards use 1.3. If they changed it for 1.3 support, it would visually look the same, it would just take take the graphics card a few more passes to calculate it.

Sounds more to me like they're deliberately doing this for their partnership with nvidia, making people buy their cards. Even though the Ti cards are hell of a good cards and are perfectly capable in BF2.

---

Subject: Re: EA and BF2

Posted by [Ferhago](#) on Fri, 17 Jun 2005 09:44:35 GMT

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I was totally expecting bf2 to look better.

Who else loves the cardboard cutout fugly grass

---

Subject: Re: EA and BF2

Posted by [Renx](#) on Fri, 17 Jun 2005 13:42:04 GMT

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I play games for the gameplay, if it can look good at the same time that's a bonus, but not something I feel is required.

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Subject: Re: EA and BF2  
Posted by [Javaxcx](#) on Fri, 17 Jun 2005 13:59:38 GMT  
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I'm not quite sure the people who say sniping is hard are talking about. Since the moment I played the game I've been sniping and doing pretty damn good with it. Exactly like in BF1942, you have to steady the sight before it will shoot-- and that is the ONLY problem with the sniper rifles: The lack of shakey scope. That was the indicator that you were going to hit on target, but without it, you must sit and wait and aim like a normal sniper does.

---

Subject: Re: EA and BF2  
Posted by [Dan](#) on Fri, 17 Jun 2005 14:52:55 GMT  
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So thats why I sucked at sniping. I tried the scope->shoot method, where I run around, see someone, scope and shoot them.

I've also become good at flying now, havent I RenX ;D

I really like the gameplay of it, and in my opinion, it looks good too.

---

Subject: Re: EA and BF2  
Posted by [Renx](#) on Fri, 17 Jun 2005 14:59:20 GMT  
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No, you stink

Java is right. The people that say sniping is hard are just the ones who expected to be able to whore their way to the top with 1 shot kills. Just AWPers in CS:S, and n00b cannons in Renegade. Ooops, looks like you actually need skill in this game

---

Subject: Re: EA and BF2  
Posted by [PiMuRho](#) on Fri, 17 Jun 2005 15:00:00 GMT  
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You also have to allow for the fact that BF2 plots bullet trajectories, so you need to compensate for the drop.

---

Subject: Re: EA and BF2  
Posted by [Renx](#) on Fri, 17 Jun 2005 15:05:46 GMT  
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Sniper rounds shouldn't be dropping at 200m though, should they :S

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Subject: Re: EA and BF2

Posted by [Javaxcx](#) on Fri, 17 Jun 2005 15:19:02 GMT

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Well, technically they do, but not by any appreciable amount. Certainly not at only 200 yards (assuming you're shooting at a 0 or 180 degree angle parallel to the ground). If you're shooting up, you can just expect some drag and you'll get a projectile type of motion with it.

But that is simple physics, and I highly doubt that DICE factored in gravity into the bullets.

---

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Subject: Re: EA and BF2

Posted by [Renx](#) on Fri, 17 Jun 2005 16:22:05 GMT

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Two shots, two kills. Thought they could be sneaky by swimming...

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Subject: Re: EA and BF2

Posted by [PermaGrin](#) on Sat, 18 Jun 2005 03:17:23 GMT

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Works fine on LOW with my Nvidia Geforce FX 5500 oc. Can play it on HIGH, but I get like 5 fps.

---

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Subject: Re: EA and BF2

Posted by [Blazea58](#) on Tue, 21 Jun 2005 14:55:19 GMT

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that water looks like shit lol. I certainly expected to see much better graphics in it, and i really dont see much potential seeming its the exact same thing as bf1942, just with a tiny bit better graphics and new units and maps.

I hated the fact its always about flags, cant they find any way to make the game more fun lol?

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Subject: Re: EA and BF2

Posted by [Jaspah](#) on Tue, 21 Jun 2005 15:41:08 GMT

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He's not playing it with a DirectX 9 card, and he probably has his graphics on low too.

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Subject: Re: EA and BF2

Posted by [DarkDemin](#) on Wed, 22 Jun 2005 01:51:37 GMT

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Aircraftkiller wrote on Mon, 13 June 2005 16:46My only problem with the game so far is that the sniper class is practically worthless. You can't zoom in far enough to see someone's head properly, and it's damn near impossible to hit them unless they're sitting still. Might as well rename the class to "Grenadier" since that's the only thing they can really do any damage with.

I am a rather good Sniper I have finished #1 with just playing that class alone.

---