
Subject: ** GEFORCE 4 TI FIX** (BF2)

Posted by [JPNOD](#) on Tue, 14 Jun 2005 13:27:38 GMT

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Well, its being going on for some days now. many people have tried to bypass the shader 1.4 stuff.

Its out not awesome but its a start.

SS: <http://img.photobucket.com/albums/v402/ojibewa/bf2-ss.jpg>

download

<http://zox.game-deception.com/downloads/Direct3D/BF2ShaderMod.zip>

Subject: Re: ** GEFORCE 4 TI FIX** (BF2)

Posted by [Kanezor](#) on Wed, 15 Jun 2005 03:55:52 GMT

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I'm able to run it fine on all minimum settings with my 5300 FX.

I find it quite easy to fly jets in this game. It's a little hard to shoot down other jets though... a pain in the ass to aim the gun and way too easy to dodge missiles, IMO.

I'm starting to get the hang of flying the helicopters... What's really annoying is that they fly slow as shit and it's a pain in the ass to control how high they fly. You're either going forward+down or up. I find it too hard to go forward+up at any decent speed.

I just wish the draw distance wasn't shit. A carrier that close to land... you should be able to see the mountains behind the airstrip, but NO... you can't even see the fucking beach!

And it's nice that the server automatically tempbans players that intentionally teamkill ... or even get a lot of accidental teamkills ... but it's REALLY annoying when the server bans the wrong guy. Eg, you fully load up the blackhawk and head toward land and some n00b asshole crashes their aircraft into the blackhawk halfway across the channel, and YOUR pilot gets the teamkills.

And I can't help but wonder how many T-90 shells a blackhawk can really take IRL. I shot 3 at a blackhawk before it blew up. Isn't that a little ridiculous? Sure, maybe one shell might not hit anything important ... maybe ... but two? Yeah right.

And yeah, it's a demo. But there really is NO REASON for us to sit for seemingly five minutes while the game displays all the preview crap. It's a demonstration. Demonstrations don't show screenshots, they show gameplay. Get to the fucking game already.

More on the teamkilling ... it's very annoying that you can't see below your aircraft when you're taking off. When someone runs in front of it while you're taking off and gets killed from the blast and you get the tk, it's called WHAT THE FUCKING SHIT?! I DIDN'T FUCKING DO ANYTHING WRONG AND I GET A TK! THAT DUDE SHOULD PAY MORE FUCKING ATTENTION TO WHERE HE'S RUNNING!

Subject: Re: ** GEFORCE 4 TI FIX** (BF2)
Posted by [Majiin Vegeta](#) on Wed, 15 Jun 2005 12:29:02 GMT
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best fix ever is to upgrade how old is that card now 3-4 years old?

and if you have to run BF2 with the most minimum of settings with that card the game is not worth playing your missing out of shitloads of detial that add to the game

Subject: Re: ** GEFORCE 4 TI FIX** (BF2)
Posted by [flyingfox](#) on Wed, 15 Jun 2005 12:40:23 GMT
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Maybe they could change their teamkill evaluation to include who was moving the fastest if it involved aircraft.....because it seems as though most of those "teamkill" scenarios are from one person deliberately flying into someone else, or running into a craft as it is taking off.....they're probably moving faster than the craft as it is taking off of the ground....and from what I understand. It gives the more likely aircraft the penalty.
