

BF2 BC2

Posted by Tunes - 19 Mar 2010 00:06

Well... this game is one of those that I really, REALLY hope to serve as an example on how NOT to make and release a game.

After a public beta, a few edges should have been trimmed, and looks like, none have been even thought off

- Server browser... I hate aging looking into a twirl thingie.. 5 seconds is already a lot of time to wait for a server list refresh.. I've timed 2:30 minutes sleeping in front, average is 30 to 1 minute wait... Sometimes the list comes in less than 15 seconds..

- No strafe while running - Its STUPID. period.

- PB stuff.. getting randomly kicked of game server for no reasons... buggy buggy buggy, not PB, bc2 is.

- Load times with ATI cards cause of the shaders... Shouldn't have been spotted in the beta?!?!

- Random EA crashes causing points loss... geezzzz..

- Stupid, REALLY stupid client server protocol (hence soo slow), Yes, i've tcp and udp dumped it... QUIT inventing wheels, stupid programmers.

- Most of the times, my steam crashes or tends to hang a bit after closing the game... Beta?!?!

I'm just a bit pissed today, hence I had to wear a tie (bacalhau, cod fish) all day and do presentation work for a very weird audience... military.. geeeezzz.

Anyway, the game is quite cool, at least I like it and will be palying it for a long time.. I hope 🤞
(damn hens, hard to manage)

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Re: BF2 BC2

Posted by Tunes - 19 Mar 2010 12:44

Niccus, by sniped with a LMG, is the weapon medic has? like the 249 on css? That weapon does work like that, single shot is like a sniper... two shot and it goes spray and pray 😊

About the bases one way.. well, you don't really only one way... most of them can be exited in other places too.

And yes... EA is pumping games like there is no tommorow, so things tend to come out a bit broken then they should, as a software developer (part of me is) I expect my own stuff to come out broken in some places too.. but then there is a period to recode some lines and fix the damne thing...

Maybe some companies take beta testing a bit way too far.. like Blizzard...

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Re: BF2 BC2

Posted by VoGon - 19 Mar 2010 17:25

From Killer

At around 15:30 (GMT) today, we will be rolling out the latest server update (R7) from DICE. This is an automated process and will take approximately 1 hour to complete.

Update R7 Changelist:

- Several common crash fixes. Especially those which have monitoring scripts that rely on the Remote Admin interface should see stability improvements.

- PunkBuster can send commands to Remote Admin interface (so 'pb_sv_task 0 -1 ' works)

- Veteran-rank handling corrected (it was broken in R6 and possibly earlier)

- Switched back to Release version of the low-level networking library; less debug output but higher performance

- Increased the initial server reconnection interval to 30+rand(30) seconds

- PB GUID generation is now based on EA account IDs (it used to be based on persona names)

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Re: BF2 BC2

Posted by Tunes - 19 Mar 2010 17:32

Well, a few things are moving... however not yet client side gaming updates yet... lets wait and see what comes out.

Thanks for the info Vogs

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Re: BF2 BC2

Posted by VoGon - 23 Mar 2010 17:34

Game Server Rank: 105th (98th Percentile)

Highest (past month): 105th Lowest (past month): 665th



Want to hit 100 percentile!!!! 

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