

OUR BF:BC2 SERVER

Posted by VoGon - 05 Mar 2010 12:18

The details for our server are below:

www.gametracker.com/server_info/81.19.214.83:19567/:2nguq6gt

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Re: OUR BF:BC2 SERVER

Posted by Luckie - 05 Mar 2010 14:15

Good stuff - surprised to see it was full at 2am this morning lol but that's always good! Looking forward to playing on it when I BC2 through the door 😊
It's been despatched this morning so shouldn't be too long!

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Re: OUR BF:BC2 SERVER

Posted by eskimo - 05 Mar 2010 17:39

lol, all good having a populated server but... I can't get on because it is soo full ! 😊

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Re: OUR BF:BC2 SERVER

Posted by VoGon - 05 Mar 2010 17:43

eskimo wrote:

lol, all good having a populated server but... I can't get on because it is soo full ! 😊

Bear with me mate, I'll look into adding you to the reserved slots tonight. Was waiting for the release to actually figure it out.

😊

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Re: OUR BF:BC2 SERVER

Posted by eskimo - 05 Mar 2010 19:09

okay, thanks a bundle. Although it seems i can't add the server to favourites 😊

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Re: OUR BF:BC2 SERVER

Posted by Johannicus - 05 Mar 2010 20:09

Favs are broken, server history are broken aswell, but do a normal search and list by name and start at the back of the list and you should find it close to a list of TV2 servers. As I prefer vehicles I rather play conquest, more vehicles and more fun maps. Some of the Rush maps are too small for 32 players with too many bottlenecks. IMO Conquest is best for large scale battles but Rush is better with a 16 player limit. Maybe Squad rush is the way to go? Never tried it.

How does reserved slots work? Do we need to give you our player names? I think the player names are unique..

As someone so nicely put it today when I played. "It's a new era, there is no more "beta". Beta testing is done on release. It's the new way" This sums up both BC2 and AVP for me.

I even read a weapon description which stated it is best when fired in a prone position, except prone doesn't exist in the game 😊

But I REALLY like the game even though it ain't polished. But unless I will be playing with you guys I think I will mostly stick to Conquest mode. Rush is too chaotic on most of its maps, to me anyway.

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Re: OUR BF:BC2 SERVER

Posted by DreamState - 05 Mar 2010 20:16

Johannicus wrote:

As someone so nicely put it today when I played. "It's a new era, there is no more "beta". Beta testing is done on release. It's the new way" This sums up both BC2 and AVP for me.

Lool, too true.

We hope to have reserved slots working soon but there seems to be a little bugginess in the servers as well as the clients. Due to the nature of the game, we've also had restricted access until recent. Vogon's been working madly to sort it out so fingers crossed - we think it will be name based.

If it works out community wise, we will probably have a variety of game types soon 😊

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Re: OUR BF:BC2 SERVER

Posted by Johannicus - 05 Mar 2010 21:27

Oh, no rush. Keep up the good work =)

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Re: OUR BF:BC2 SERVER

Posted by vapour - 07 Mar 2010 14:37

Need some form of team balancing on the server, im playing at the moment and its like 16 vs 10 we cant even get out of spawn.

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Re: OUR BF:BC2 SERVER

Posted by nOx - 07 Mar 2010 16:33

VoGon wrote:

eskimo wrote:

lol, all good having a populated server but... I can't get on because it is soo full ! 😊

Bear with me mate, I'll look into adding you to the reserved slots tonight. Was waiting for the release to actually figure it out.

😊

idk how many players u can have on a BC2 server, but wouldnt it be possible to make a server for
-TWK- members only aswell?

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