Community Support..

Posted by Johannicus - 07 Mar 2010 20:44

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For those of you that have problems with this games multiplayer that others in the community might be able to help or just if you want to know if anyone else has this problems. I'll try and keep this updated.

Most of us have problems with connecting to EA for example.

Solutions for this that I have read are:

1) Try to relogin, if you cant even login the EA server is prob down.

2) Uninstall the beta.

Punkbuster problems? Try visit   www.evenbalance.com"
onclick="window.open(this.href);return false; and update to the right version. Sometimes it doesnt do that ingame.

Hidden features:

1) Erased friendlist: Friends are for peacetime, this is war!

2) Disconnected from EA: Enjoy the R&R!

3) Server History not working properly: Learn the names of your battles so you dont get lost!

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Re: Community Support..

Posted by Johannicus - 15 Mar 2010 12:37

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slaB wrote:

I got the M1 rifle now, finally (it was really 3 or 4 days ago), the iron sight is crap, but should be good with a red dot sight.

And for those who don't know, the number in the white box left of some of the nick names on the score-list, it only shows how many Battlefield games you own (Excluding Battlefield Heroes which is basically free...in some ways).

You can register you own BF game here, and get the modified M1 rifle:

veteran.battlefield.com/" onclick="window.open(this.href);return false;

I have, and the m1 is unlocked in my list of weapons in the main menu. But it doesnt appear in the in-game menu as a weapon choice.

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Re: Community Support..
Posted by slaB - 15 Mar 2010 20:21

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Hmm, my bad, i've got the M14, not the M1. But the M14 is basicly the same as the M1, only modified.

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Re: Community Support..
Posted by slaB - 16 Mar 2010 23:44

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Got this from their blog, take a look:

We have had a lot of questions about Battlefield: Bad Company 2 on all platforms about the issues some have had. Here we will answer some of the more common questions, some will help you get in game, others will give an insight to what we are working on.

This Q&A isn't a definitive list by any means and we are aware of and are working on more than these issues:

Connection issues to EA servers

EA Online has been adding more capacity to handle the high number of player connections to EA servers. This is an ongoing process but we currently have enough capacity to handle all BFBC2 connections.

Manually install PunkBuster on PC

If you are getting an error that Punkbuster hasn't installed correctly for reasons such as Windows admin permissions not allowing Punkbuster to be installed, then go to   www.evenbalance.com" onclick="window.open(this.href);return false; and download PBSetup.exe. When prompted, point PBSetup at your BFBC2 install directory and then check for updates. A PC restart maybe needed once this is done for Windows to pick up Punkbusters location.

PunkBuster kicks with the following error message : « punkbuster kicked player 'PLAYER NAME' (for 0 minutes) ... RESTRICTION: Service Communication. »

This is a Windows Vista/Windows 7 permissions issue that affects all Punkbuster games. To solve this issue download and run PBSVC from   www.evenbalance.com/downloads/pbsvc/pbsvc.exe" onclick="window.open(this.href);return false;

When clicking on a server to join, nothing happens.

This is fixed in a patch going out on PC today.

Server Browser bugged: All the following browser issues are things the team is currently working on improving.

Too slow This is caused by the current browser system. - A new system is being developed by the BFBC2 PC team to improve the server browser

Displaying inaccurate number of players connected on game servers - This is caused by the difference in server status between when the refresh was initiated and when the results display.

No ping displayed - This is caused by Windows admin privileges. To view ping in the server browser run BFBC2.exe with administrator privileges.

High pings even on local game servers. We're actually showing game latency instead of ping.

This is basically how far behind the client is compared to the server. We try to keep the server a small portion in front of the clients so they in most cases can use replicated data until they get the next ghost update from the server. If they get a lag spike they will start predicting the state when they run out of information, however, the basic idea is to smooth out the experience compared to everything having to be corrected when the predictions are slightly off.

After being disconnected, some people got their stats temporary reset.

The team is investigating this issue, we have no solution at this point. Please report any stat loss here: forums.electronicarts.co.uk/battlefield-...ing-stats.html" onclick="window.open(this.href);return false;

When people try to reconnect to their profile, the game asks for the serial number again

This has been fixed on the entitlement side hence no patch is needed. A really small number of people got affected by this.

360 accounts will be "reset" this weekend?

This is a rumour

Some players have had trouble redeeming their VIP codes

This should have cleared up now, the in game store on PS3 for Europe and Asia is coming soon.

UPDATE

If your seeing random server disconnects after playing for some time ~20mins on Bad Company 2 servers try disabling UPnP on your router.

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Re: Community Support..
Posted by Johannicus - 22 Apr 2010 10:39

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Im starting to get really pissed now. PB keeps kicking me because it looses its heartbeat at random times during gameplay. Its VERY annoying! Anyone else get that message? I never had problems with it before..

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Re: Community Support..
Posted by slaB - 22 Apr 2010 10:50

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Tried updating/reinstalling PB? It's on their home page.

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Re: Community Support..
Posted by Johannicus - 22 Apr 2010 12:25

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I tried updating it but still the same problem..

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