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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 15:46 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 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?!

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