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Subject: Re: EA and BF2

Posted by [Dan](#) on Wed, 15 Jun 2005 17:00:21 GMT

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The only reason the Ti cards dont like BF2, is because BF2 uses pixel shader 1.4, and the Ti cards use 1.3. If they changed it for 1.3 support, it would visually look the same, it would just take the graphics card a few more passes to calculate it.

Sounds more to me like they're deliberately doing this for their partnership with nvidia, making people buy their cards. Even though the Ti cards are hell of a good cards and are perfectly capable in BF2.

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