
Subject: Re: Why dont we give up on renegade?
Posted by [Dr. Lithius](#) on Tue, 30 Aug 2005 03:37:16 GMT
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I dunno if Battlefield 2 has natural "structure support" or not, actually. Either game would work on a rudimentary level, but if Battlefield 2 has "structure support" already built-in, all that would remain would be to modify everything else, really. I'd ask Aircraftkiller, but he makes small puppies cower in his wake and stomps on cute little purring kitties. :x

Edit: Before I forget, EA did not create Battlefield 2. They forced Digital Illusions to finish it quickly and hastily pushed it out the door. If you're going to hate EA Games, at least do it for the right reasons.
