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Subject: Re: [MOVIE] Battlefield 2142

Posted by [Jaspah](#) on Fri, 24 Mar 2006 14:02:13 GMT

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Nukelt15 wrote on Thu, 23 March 2006 18:51Quote:Bf2 isn't all that glitchy, just a few little ones, only big one sbeing the menu and red name glitch. Sad thing is they're a bunch of tiny bugs that'd be easy to fix.

Like the "tiny bug" that makes people invincible while they're jumping? Yeah, that's not a tiny bug, that's a game-wrecking exploit. It's patched up to 1.21 now, and that STILL hasn't been fixed (although you can no longer shoot while jumping). The aircraft are STILL incredibly overpowered, the game listing STILL takes 20 years to update, and land mines STILL kill anything they're placed ON TOP OF (that's been an issue since BF1942, so it isn't like they haven't had the time to figure it out- and the claymores prove that they could fix it if they were actually trying). Then there's the shoddy hit detection, meaning that you might kill that tank with three rockets or it MIGHT take all six.

The game is still in Beta. It sure plays like one.

Besides the invincibility bug, I've never found that aircraft are overpowered, the game listing takes me 1 minute to find all the servers, AT Mines don't behave like that... they're supposed destroy anything that moves near them be it on the top or bottom of it, and the claymores have worked fine for me. I've also noticed some shoddy hit detection... but not as bad as you say it is.

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