
Subject: Re: Medal of Honor open beta

Posted by [Omar007](#) on Wed, 23 Jun 2010 10:06:53 GMT

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Quote stackEvilWhiteDragon wrote on Wed, 23 June 2010 01:36Omar007 wrote on Tue, 22 June 2010 20:30EvilWhiteDragon wrote on Tue, 22 June 2010 20:16Omar007 wrote on Tue, 22 June 2010 16:24EvilWhiteDragon wrote on Tue, 22 June 2010 14:40nopol10 wrote on Tue, 22 June 2010 02:01EvilWhiteDragon wrote on Tue, 22 June 2010 05:27My experience so far: WASTE OF TIME...

I should've played Renegade or Bad Company 2. Perhaps that if I would've had MW2 that would've been an alternative as well.

Completely agree. Also, the chat feature seems to be borked in the beta, so it feels like I'm playing with a bunch of bots. No FPS nowadays seems to do socialising and community building as good as Renegade. I don't know about Battlefield because I don't play it but attempting to make any friends online in MW2 is a complete fail mainly thanks to the lack of dedicated servers.

I also wonder why I haven't found a server that switches map every so much rounds. I guess that feature isn't done yet

AFAIK MoH has only 1 map per gametype at this moment xD

Well, then switch gamemodes every 2 or something rounds... It can't be that hard....

It indeed shouldnt but i guess the hosters are only intrested in 1 particular gamemode xD

Im kinda wondering whether its already there... It seems to have been made on the same engine as BFBC2 xD

Besides different maps and more retarded weaponhandling it is BC2. Also the classes are EXTREMELY limited and unlocking goes VERY slow.

I like BC2 100 times more.

Same. Though MoH is fun to play now and then for the close combat

But seriously to make it sellable FIX THE DAMN HITBOXES!!!!!!!

Heatshots while shooting at feet and no hits when headshotting is just wrong....

Also as you have BFBC2 you may add me : Omar007

Also @ quick, simple, entertainment: Supaplex
