
Subject: [MOVIE] Battlefield 2142
Posted by [genetix](#) on Mon, 20 Mar 2006 23:44:53 GMT
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I don't think this has been posted here so I figured I would post it!

http://www.youtube.com/watch?v=q_t6g0VLLY0

Looks pretty sweet to me. Reminds me of Mech Assault

Subject: Re: [MOVIE] Battlefield 2142
Posted by [rm5248](#) on Tue, 21 Mar 2006 00:37:44 GMT
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I smell a rip-off...

Subject: Re: [MOVIE] Battlefield 2142
Posted by [genetix](#) on Tue, 21 Mar 2006 04:40:46 GMT
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rm5248 wrote on Mon, 20 March 2006 18:37: I smell a rip-off...

What else would you expect from EA? It would be sweet if they made the new BF to be just like tiberium sun. Although that would never happen.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [JeepRubi](#) on Tue, 21 Mar 2006 13:33:50 GMT
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I think im in love.....

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Herr](#) on Tue, 21 Mar 2006 14:15:55 GMT
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Yes looks pretty sweet.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [yoyaz](#) on Tue, 21 Mar 2006 16:53:31 GMT
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.. i cant even talk im speechless look alot like renegade.. there was a stealth guy extra its like battlefield, renegade, starcraft, and starwars put together (if u played starwars BF2 u kno wat i mean by the blue bullets comin outa guns.. o and it also looks like the day after tommarow wit that ice u kno

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Alcoholicleaf](#) on Tue, 21 Mar 2006 19:03:20 GMT
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We love ya.. battlefieldje!

Subject: Re: [MOVIE] Battlefield 2142
Posted by [JeepRubi](#) on Tue, 21 Mar 2006 20:53:53 GMT
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Short, fairly useless clip but figure ill give you a link.

http://www.youtube.com/watch?v=hoYYUp_PXCY

Subject: Re: [MOVIE] Battlefield 2142
Posted by [hunteroo2](#) on Tue, 21 Mar 2006 21:00:06 GMT
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Maybe the ice is being substituted for tiberium..?

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Jaspah](#) on Tue, 21 Mar 2006 21:32:19 GMT
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Jesus. Battlefield 2 hasn't even already been out for a year (or atleast pretty close) and they've already got Battfield 2142 almost completed.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [terminator 101](#) on Tue, 21 Mar 2006 21:40:27 GMT
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genetix wrote on Mon, 20 March 2006 23:40What else would you expect from EA? It would be

sweet if they made the new BF to be just like tiberian sun. Although that will never happen.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [cmatt42](#) on Tue, 21 Mar 2006 23:54:10 GMT
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genetix wrote on Mon, 20 March 2006 23:40tiberium sun.

Tiberian Sun.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Creed3020](#) on Wed, 22 Mar 2006 00:58:52 GMT
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hunteroo2 wrote on Tue, 21 March 2006 16:00Maybe the ice is being substituted for tiberium..?

Excactly what I thought....To me it looked a lot more like a CnC game than any type of battlefield. Maybe this is their ploy to unite us CnC fans with the already large group of BF fans...

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Kanezor](#) on Wed, 22 Mar 2006 01:11:16 GMT
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Jaspah wrote on Tue, 21 March 2006 15:32Jesus. Battlefield 2 hasn't even already been out for a year (or atleast pretty close) and they've already got Battfield 2142 almost completed. And Battlefield 2 still has a lot of major issues.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [csskiller](#) on Wed, 22 Mar 2006 01:13:47 GMT
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Phew, at least I didn't buy another buggy EA "game" like BF2.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [WNxCABAL](#) on Wed, 22 Mar 2006 20:10:07 GMT
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Oh Come on!

Is this what they call respect to the C&C community?

EA, fucking hate em!

Fair enough, good looking game, but things are unique to C&C, and they took that slightly too far

Subject: Re: [MOVIE] Battlefield 2142
Posted by [rm5248](#) on Wed, 22 Mar 2006 21:46:53 GMT
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At least they're not calling it

COMMAND AND CONQUER: THE ICE AGE WARS

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Jecht](#) on Thu, 23 Mar 2006 03:26:48 GMT
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I am overcome with apathy.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Kamuix](#) on Thu, 23 Mar 2006 04:59:04 GMT
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But EA didn't make BF2. Dice did. EA's just something it. Like it somethinged C&C.

I BF2.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [terminator 101](#) on Thu, 23 Mar 2006 06:52:05 GMT
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Kamuix, what the hell did you just say? I don't understand the word "somethinged".

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Nukelt15](#) on Thu, 23 Mar 2006 16:05:24 GMT

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I think he meant to say "EA FUCKS WITH it. Just like EA FUCKED WITH C&C." It's the only thing that makes sense, really...

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Homey](#) on Thu, 23 Mar 2006 20:05:37 GMT
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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.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Ma1kel](#) on Thu, 23 Mar 2006 20:29:25 GMT
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Atleast the ice part was creative.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Nukelt15](#) on Thu, 23 Mar 2006 23:51:09 GMT
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Quote: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 invinceable 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.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Homey](#) on Fri, 24 Mar 2006 05:08:54 GMT
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The only problem I ever notice is the menu, that's it. I kill people jumping all the time, how are they exploiting. It was lame when you could jump and shoot but that's long gone. All i'd change right

now is the claymore's radius down a notch or two.

Subject: Re: [MOVIE] Battlefield 2142

Posted by [Nukelt15](#) on Fri, 24 Mar 2006 06:17:51 GMT

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Quote:I kill people jumping all the time, how are they exploiting.

Don't take my word for it- go try it. Grab a friend, start a game. Have your friend jump, and you shoot your friend only when he jumps. Try any weapon- knives, guns, grenades, mines, C4, whatever. Hell, throw in a tank shell or two to mix it up a bit. What you will notice is this: any kills you get on someone who is bunny-hopping are the result of damage done between jumps- none is done during the jump. Have you ever even wondered why bunny-hoppers seem to live so much longer than anyone who doesn't use that lame-ass tactic?

Tell me- just how do you think n00b-tubing (firing grenades point blank while jumping) was even able to work in the first place? If the bug weren't there, they'd blow their own dumb ass away along with the target. EA/DICE applied a band-aid solution by removing the ability to shoot while jumping (which is a good fix to have anyway, IMHO), but they failed to fix the underlying issue that allowed all that crap to happen to begin with. If they had fixed the bloody jump bug, there would never have been a problem.

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.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Kamuix](#) on Fri, 24 Mar 2006 14:55:09 GMT
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Quote:I think he meant to say "EA FUCKS WITH it. Just like EA FUCKED WITH C&C

Yea lol thats the word that i was looking for

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Nukelt15](#) on Fri, 24 Mar 2006 16:18:56 GMT
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Quote: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

These aren't motion sensitive mines- they're pressure sensitive, or at least they're meant to be. The detonation trigger, which must be depressed in order to explode the mine, IS ON TOP OF THE DEVICE (take a good look at the model...if you can't see it, you need new eyes). If that's how AT mines are "supposed" to work in BF2, somebody just doesn't give half of two shits about realism and believability (you know...the whole premise for having a game based on real-world technologies?). Don't say the code isn't there, either- the Claymores are programmed to only go off when something passes in front of them, so the AT mines could sure as hell be set to only go off when run over.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Homey](#) on Fri, 24 Mar 2006 21:08:09 GMT
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Nukelt15 wrote on Fri, 24 March 2006 01:17Quote:I kill people jumping all the time, how are they exploiting.

Don't take my word for it- go try it. Grab a friend, start a game. Have your friend jump, and you shoot your friend only when he jumps. Try any weapon- knives, guns, grenades, mines, C4, whatever. Hell, throw in a tank shell or two to mix it up a bit. What you will notice is this: any kills you get on someone who is bunny-hopping are the result of damage done between jumps- none is done during the jump. Have you ever even wondered why bunny-hoppers seem to live so much longer than anyone who doesn't use that lame-ass tactic?

Tell me- just how do you think n00b-tubing (firing grenades point blank while jumping) was even able to work in the first place? If the bug weren't there, they'd blow their own dumb ass away along with the target. EA/DICE applied a band-aid solution by removing the ability to shoot while jumping (which is a good fix to have anyway, IMHO), but they failed to fix the underlying issue that allowed all that crap to happen to begin with. If they had fixed the bloody jump bug, there would never have been a problem.

Well i'll give it a shot tonight, but i've never noticed it. Btw it's not an opinion that the jumping and

shooting was a good idea, it's a fact. I rarely get killed by a gl now, the game was just ridiculous with them around all the time.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [JeepRubi](#) on Sat, 25 Mar 2006 16:16:20 GMT
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Ignores all the stupid posts and gets back on topic.

I cant wait till fall. The game looks so, so cool.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Homey](#) on Sat, 25 Mar 2006 21:21:41 GMT
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I'll try it, but I doubt i'll like it. It's all about personal preference, futuristic games don't appeal to me, i'm sure it'll be a great game.

Subject: Re: [MOVIE] Battlefield 2142
Posted by [Jaspah](#) on Mon, 27 Mar 2006 00:06:09 GMT
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Nukelt15 wrote on Fri, 24 March 2006 11:18Quote: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

These aren't motion sensitive mines- they're pressure sensitive, or at least they're meant to be. The detonation trigger, which must be depressed in order to explode the mine, IS ON TOP OF THE DEVICE (take a good look at the model...if you can't see it, you need new eyes). If that's how AT mines are "supposed" to work in BF2, somebody just doesn't give half of two shits about realism and believability (you know...the whole premise for having a game based on real-world technologies?). Don't say the code isn't there, either- the Claymores are programmed to only go off when something passes in front of them, so the AT mines could sure as hell be set to only go off when run over.

Meh, too much of those movies have been clogging up my mind.

Anyways, does it really matter if they do? I'm sure if you plop a mine on top of a moving vehicle that mine is going to vibrate and move and eventually may even fall off of the vehicle... wouldn't that be enough to set it off?
