Subject: Frontlines: Fuel of War - Do you play it?
Posted by Speedy059 on Mon, 31 Mar 2008 16:25:50 GMT
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I was just curious to know who all plays Frontlines: Fuel of War? I"m addicted to that game as it's kinda like Renegade. The game supports 64 player servers and I just can't seem to get enough of this game? The game is built off of the UT3 engine and graphics seem pretty good. So, how many of you play it!?

Subject: Re: Frontlines: Fuel of War - Do you play it?
Posted by trooprm02 on Mon, 31 Mar 2008 17:40:07 GMT
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Never ever heard of it, but does it have vehicles or anything similar to CCM?

Subject: Re: Frontlines: Fuel of War - Do you play it?
Posted by DutchNeon on Mon, 31 Mar 2008 18:16:05 GMT
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Its like renegade? Game is/was developed by Ex-dice developers. You can see it back in the gameplay. Its more like Battlefield 2/2142 then renegade. Its okay, I played the demo on my Xbox360. It was pretty funny but not that special. Missing ironsights though (too much scopes on all the weapons).

Subject: Re: Frontlines: Fuel of War - Do you play it?
Posted by Creed3020 on Mon, 31 Mar 2008 21:12:40 GMT
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I personally don't play but there are a lot of my clan members who do enjoy playing it. The videos look really cool, but I worry about the over emphasis on the AI style of fighting.

Subject: Re: Frontlines: Fuel of War - Do you play it?
Posted by [NE]Fobby[GEN] on Tue, 01 Apr 2008 01:41:27 GMT
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Yeah the game is a lot more like Battlefield, but it's not bad.

Subject: Re: Frontlines: Fuel of War - Do you play it?
Posted by Creed3020 on Wed, 02 Apr 2008 03:26:41 GMT
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Patch just came out:

http://www.kaosstudios.com/ffow-patches/

Quote:Patch 1.02 183MB
Release Notes:

Crashes when locking the screen during loads has been fixed (i.e. Using Alt+Tab).
Server browser will no longer show servers that are not running.
Alt+Tab will work properly in Windows Media Center.
Lockups/crashes while "Please Wait" popup is on screen has been fixed.
Player no longer becomes stuck in an unresponsive menu after quitting a match at the end of a round.
NAT (Network Address Translation) – Listen Server now shows public IP and can be joined.
Fix for infinite loops that occasionally appear in single player.
Fix for hang issue/crash for Chinese and Korean native operating systems.
Game will no longer crash when the user suspends the game using Ctrl+Alt+Del or Win+L on the splash screen after the game launch.
New .dll's to address sound card issues added.
Fixed Japanese character issue on scoreboards.
Russian fonts fixed.
Polish, Chinese, and Czech language support added.
Player count sort fixed on server browser.

And it looks like the highly wanted dedicated server files will be available within a week. Uploading the entire game has been the only way to previously run a server, oh did I forget to mention this game is 11GB...lol have fun with uploading that.