

## **BF2.se Battlefield 2 Interview**

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**BF2.se:** There have been rumors about that a demo were to be released around Christmas as a xmas present, anything you would like to say about that?

**Lars Gustavsson:** There is nothing behind that, as you said, just rumors

**BF2.se:** In some early interviews we could read that the fast ropes was taken away from the helicopters. Is fast ropes something you have planned to be introduced in a update in the future or is it been put in the trashcan?

**Lars Gustavsson:** You should never say never. But the idea turned out to be much cooler visually then from a game play point of view. But on the right map at the right time it could work. I cant really say what gonna happen in the future but if you wake up one morning with a rope hanging down your window, then you know â !.

**BF2.se:** One more chopper question. Is the steering of the chopper controls like in BF:v or is it changed alot?

**Lars Gustavsson:** We have been getting a lot of feedback and tough from the community about the chopper steering system. We are working hard to give them a advanced steering system for the specialist, but it will still be fun for beginners to master a chopper.

**BF2.se:** Is there going to be a Directors Edition at the release? And if yes, what would it include?

**Lars Gustavsson:** It's a little to early to make an announce about that, you just have to wait and see.

**BF2.se:** Another popular question from our members is about the new game-engine. Have you been using the Refractor engine from BF:v or is it basically a whole new engine?

**Lars Gustavsson:** We started to work on the BF2 engine right after the release of BF1942 and it have been going on since then. We only kept some core-parts of the first engine and then written new parts as renders-, physics-, effects- and animation system, plus some other systems. This is giving us opportunities in the game we wouldn't have been close to use earlier.

**BF2.se:** Is there going to be any big ocean-battles, we have been seeing that there will be a couple of boats in the game, or have you focused on land and air units? As a addon to this question, is there going to be any big ships as cruisers, destroyers, hangar ships etc? Or is it pretty much only smaller boats?

**Lars Gustavsson:** Modern warfare is basically focused on land units and that's why most of the fighting will placed on land. But there will be home bases in form of hangar ships and you will be able to perform full frontal beach assaults with hovercrafts and small boats with the support of attack and transport helicopters.

**BF2.se:** One member had a fun question about the damage system. He was wondering if you would be able to destroy the bands of the tanks to leave it at zero speed, but still being able to fire with it?

**Lars Gustavsson:** We been talking a lot of this in the designer team and decided to not go that way.

We like the idea of being able to go on a allied assault with a 10% tank when your friends got 100% without you being at any disadvantage. ( Except the fact that you are a pretty easy kill for the others )

**BF2.se:** DICE is on the way to be sold to EA if now EA will raise there price a little. Is this something that will change DICE in any way?

**Lars Gustavsson:** It is to early to talk about that yet. All our thoughts are being focused on getting the game out as soon as possible.

**BF2.se:** We been getting a lot of information about the Commander position lately, but is there anything that been done about the possibility to be teamkilled by the Comm air strike?

Is there something that have been made to stop teamkilling in general except being able to turn friendly fire off?

**Lars Gustavsson:** If a friendly unit are in the area that the Comm ordered a air strike he will get a warning signal that will tell him that it's time to move..

**BF2.se:** We know that a lot of these questions might been answered earlier, so as a final question, is there anything you haven't told anyone yet that you might wanna share with us? All from information, pictures or movies.

**Lars Gustavsson:** Hmm, we want to save some candy up to the release but as you are writing for a Swedish audience I can tell you that one of the weapons you will be able to lock up is the AK4, as all of you guys that served in the military in Sweden are well known with.. Or as it is named internationally, G3. Original from German.

With this we would like to thank Lars Gustavsson, the whole DICE-team and last but not least Jenny Hultschiner at DICE for making this interview possible.

Courtesy of [BF2.se](http://BF2.se)