

Battlefield Central Battlefield 2 Interview

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Battlefield Central: In each squad there is a commander, will the commander have the option of kicking players if they feel they are causing a problem or not listening?

DICE: There is a squad leader in charge of each squad, yes. The commander is in charge of all squads. The squad leader will have the ability to kick/invite people on the squad. The squad leader will also be able to lock the squad so people have to be invited to join.

Battlefield Central: Do the planes support ejector seats? It would be really nice if you were blasted up high by the seat of the plane to avoid the unrealistic ability to parachute 30 feet above the ground.

DICE: We looked into adding ejector seats to BF2. However, we finally cut it as it was making more problems than it was solving.

Battlefield Central: Will a player still be punished if his team mates run over there mines? If there still will be a team kill will there be a better system for alerting the team of mines.

DICE: If Friendly Fire is turned on, then yes, there is the possibility of being punished if your landmine kills a teammate. However, the teammate can forgive you - which means you don't get punished. We have a system in which players will see a big red icon on their screen when they are near a teammate's explosive.

Battlefield Central: Will there be in-game FSAA (Full scene anti-aliasing) and AF (Anisotropic filtering)controls?

DICE: Yes to FSAA. The AF controls will most likely be part of other graphic quality controls.

Battlefield Central: Will it be possible to customize the look of one's online soldier? I.E. skin color.

DICE: No, there are texture constraints which limit this. It was part of the original design...but then technical limitations start creeping in...*sigh*

Battlefield Central: Will the vehicles have radios and music like in Battlefield Vietnam?

DICE: No, that fit BFV because the era has music which is so very recognizable. That's not the same for a modern game.

Battlefield Central: There has been a crazy rumor floating around that the game may actually come with a cheap headset, can you shed some light on whether or not this is actually a possibility?

DICE: I haven't heard of this happening. Maybe some retailers will bundle the game with a headset...but I haven't heard anything official.

Battlefield Central: A huge community concern is whether or not the game will include Capture the Flag. There is so much concern there is even a large petition to include it. Is there any word yet on this being included?

DICE: It's true, we won't ship with CTF. We had to make that hard decision when we went through our final schedule. However, there is a strong possibility that CTF will appear as Free Content. Just keep that large petition going!

Battlefield Central: Will there be any kind of weather effects included in the game such as rain, snow, fog?

DICE: Nope, part of our original design, but to include that would have pushed our schedule out to 200X!

Battlefield Central: Last but not least we have to ask, is there any word on a date for the demo release?

DICE: Nothing firm as of yet...

Well there you have it...no Capture the Flag, at least not right away. I know this will be a disappointment to those diehard CTF fans, like myself. I only hope that DICE will go ahead and add it at a later date.

Many thanks to DICE and Jenny Huldshiner for letting our community get answers to these questions that have been out in rumor land long enough.

Courtesy of [Battlefield Central](#)