BTF2 sucks.

Why? Consider I run the demo on HIGH SUPER MAXIMUM GRAPHICS with a Geforce 6800 GT 256 MBDDR3 + 1024 MB DDR + AMD ATHLON XP BARTON 3200+...

And what do we get?

This:

- If you aren't close to vegetation, it looks horrible.
- see the 2 metal panels on the side of the gun using a 64 pixel texture. Even the borders don't match the panels...(it's an example of common half-done stuff you can barely see everywhere on the demo, all looks liek rushed...)
- The game isn't slow and turn at 60 fps without any problems on high details but nothing impressive.
- EA...
- They worked a lot on the maps, on this pic you can already notice the same caban on right, left and further...

Conclusion: Hl2, Far Cry, Doom3 own BTF2