
Subject: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Mon, 26 Feb 2007 05:11:03 GMT

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I just received this from EA to distribute to you all. Enjoy! Incidentally, February 26th, 2002 is when Renegade was released publicly, making this the 5-year anniversary of the game!

EA says:FORUM RELAUNCH TOMORROW = MULTIPLAYER ONLINE REGISTRATION BEGINS!

We are re-launching our message boards with a completely new skin to match our new site, as well as some new functionality to support Command & Conquer 3. The most important aspect of this re-launch of the forums is that once the new boards go live tomorrow, everyone in the community will be able to create their Multiplayer Online Nickname that they plan to use when playing Command & Conquer 3. This is because the name you use on our official message boards is the same exact name that you will use as your online handle when logging in to the Multiplayer lobby to play Command & Conquer 3. What this means for tomorrow is the following:

-Everyone on our current message boards who has 50 or more posts will have their current message board name automatically brought over to the new message boards as soon as they go live. This also means that your multiplayer name for Command & Conquer 3 has already been automatically reserved if you had 50 or more posts on our current message boards. Again, your message board name is the same name you will use online to login and play the game. If you did not want this name to be your official multiplayer name for Command & Conquer 3, please send an e-mail to rtscommunityleaders@ea.com with the name you'd like to use. We felt that those who have been dedicated to our community and forums in the past year should have the privilege of having their current names automatically reserved.

-If you did not have 50 or more posts, then when you go to our new forums tomorrow, if you are logged in to your EA.com account, you will be automatically prompted to create a new screen name. Please note again, this screen name you create is going to be your online nick-name for the actual game and it is also your official name on the Command & Conquer forums.

For all users whose name is being automatically brought over, we anticipate there may be some temporary errors with your posting-count history. Do not worry, if this occurs, will be fixing it as soon as possible. We will also try to answer all the questions for anyone who is confused on the message boards.

Our goal in all of this was to keep a cohesive and consistent atmosphere between the game and your online experience on our website, primarily because our new "RTS AS A SPORT" feature is very dependent on our official site, in terms of tracking your stats, managing and scheduling your matches, and a whole list of amazing features that you will learn about soon. In a nutshell, it will be awesome to know that you can talk on the forums, check your stats on our website, AND play multiplayer in Command & Conquer 3, all while using the same exact nick-name.

I will be posting a sticky message on the boards tonight to make sure everyone understands. When the new forums go live tomorrow, you will be able to start reserving your online nick-name

for Command & Conquer 3! Don't be left out!

WEBSITE RE-LAUNCH TOMORROW

Tomorrow we will also be re-launching our official site at www.commandandconquer.com to something much more robust and quite cool I might add. It's going to be a very different Command & Conquer site than you are used to seeing. One thing to note about the official site relaunch is that this is our Phase 1 pre-release launch. You'll notice a lot of the same sections are still on the site and even some added ones, like the Community section. I'll be adding more links and banners to this section, so not to worry. Drop me a line if you are not on the list, I'm just starting to populate it, it's a work in progress.

When the game launches on March 26th, we will be moving to the Phase 2 re-launch of our official site and adding in all of the multiplayer "RTS AS A SPORT" functionality which you've heard about and will hear quite a bit more about in the coming days and weeks leading to launch. Our official site is going to become your haven for all the latest official happenings on Command & Conquer 3 and it will also be where you schedule and track your multiplayer matches, stats, the list goes on. But this is more of a heads up that when the game launches the site will be expanding even further!

O YEAH, THE DEMO!!!!

I'll leave you with this, the official demo for Command & Conquer 3 Tiberium Wars, that you've waited many years for, the gripping feeling knowing that C&C is back, Kane is back, Tiberium is back, ok, well lets say it right now:

C&C is officially back tomorrow as the demo for Command & Conquer 3 will be going live on our official site at www.commandandconquer.com, as well as FilePlanet.com whom we know many of you have already pre-loaded with. Keep your eyes peeled on both sites for the moment the file is live, tomorrow is the day!

Subject: Re: C&C3 Official Announcement

Posted by [Renx](#) on Mon, 26 Feb 2007 05:29:50 GMT

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It just has to be released on the day of and day before I have an exam. Oh well, I guess I'll just have to fail that second exam

Subject: Re: C&C3 Official Announcement

Posted by [Dave Anderson](#) on Mon, 26 Feb 2007 05:35:43 GMT

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That is really awesome that our names are reserved. Crimson, I sent you a PM.

Subject: Re: C&C3 Official Announcement
Posted by [JPNOD](#) on Mon, 26 Feb 2007 07:13:42 GMT
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C&C Renegade.. the game that holds me so long.
Happy birthday to C&C Renegade.

I won't be as excited when Renegade or Generals came out, which the last one I played for about a week. I don't have my expectations up that high this time. But goodluck to whoever is going over to C&C3.

As for the Forum Nick thingy, that's awesome. The game specifications which I saw last in a other topic are decent aswell.. at least most people will be able to play that's a good thing.

Subject: Re: C&C3 Official Announcement
Posted by [Crimson](#) on Mon, 26 Feb 2007 09:12:45 GMT
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Um, just to clarify for those of you who didn't read it carefully. That message is basically a cut-and-paste from EA. It doesn't refer to THESE forums, it refers to the EA C&C forums.

Subject: Re: C&C3 Official Announcement
Posted by [Goztow](#) on Mon, 26 Feb 2007 09:13:44 GMT
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Happy b-day renegade . w00t, am one of the > 50 posts dudes ^^. Can't wait to play!

Subject: Re: C&C3 Official Announcement
Posted by [icedog90](#) on Mon, 26 Feb 2007 09:54:47 GMT
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I registered there but I think my post count is like 5.

Subject: Re: C&C3 Official Announcement
Posted by [TD](#) on Mon, 26 Feb 2007 10:46:17 GMT
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February 26th, happy b-day to Renegade and to me

Subject: Re: C&C3 Official Announcement
Posted by [Oblivion165](#) on Mon, 26 Feb 2007 13:40:06 GMT
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Man those fileplanet subscribers are greedy. Not one upload to Usenet or torrents.

Subject: Re: C&C3 Official Announcement
Posted by [Jecht](#) on Mon, 26 Feb 2007 14:29:40 GMT
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That's because it isn't unlocked yet. Need to wait until tommorow probably.

Subject: Re: C&C3 Official Announcement
Posted by [DarkKnight](#) on Mon, 26 Feb 2007 14:40:54 GMT
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EA's site is down lol

Subject: Re: C&C3 Official Announcement
Posted by [OWA](#) on Mon, 26 Feb 2007 16:22:20 GMT
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Happy Birthday C&C Renegade! Long live the uniqueness!

Lets hope the C&C3 Demo actually comes out today

Subject: Re: C&C3 Official Announcement
Posted by [Oblivion165](#) on Mon, 26 Feb 2007 17:32:20 GMT
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gbull wrote on Mon, 26 February 2007 09:29That's because it isn't unlocked yet. Need to wait until tommorow probably.

Ah i see, it just starts auto downloading. I thought they got it a day earlier or something.

Subject: Re: C&C3 Official Announcement
Posted by [Goztow](#) on Mon, 26 Feb 2007 18:36:25 GMT
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Aaaa*cheat name removed* can't stand the wait!

Subject: Re: C&C3 Official Announcement
Posted by [Jerad2142](#) on Mon, 26 Feb 2007 18:44:38 GMT
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Goztow wrote on Mon, 26 February 2007 11:36Aaaa*cheat name removed* can't stand the wait!
He cheating in the forums hurry get a moderator, JK.
I can't wait for C&C3 it looks like EA did a good job on it (for once).

Subject: Re: C&C3 Official Announcement
Posted by [Spoony](#) on Mon, 26 Feb 2007 19:13:54 GMT
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Goztow wrote on Mon, 26 February 2007 12:36Aaaa*cheat name removed* can't stand the wait!
lol

Subject: Re: C&C3 Official Announcement
Posted by [JeepRubi](#) on Mon, 26 Feb 2007 20:03:35 GMT
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That was posted yesterday was it not? So, the demo is supposed to come out today?

Subject: Re: C&C3 Official Announcement
Posted by [u6795](#) on Mon, 26 Feb 2007 20:24:19 GMT
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Happy birthday Renegade!

COMMAND & CONQUER FOREVER!

Subject: Re: C&C3 Official Announcement
Posted by [Ma1kel](#) on Mon, 26 Feb 2007 20:25:31 GMT
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It's released.
<http://www.fileplanet.com/174572/170000/fileinfo/Command-&-Conquer-3:-Tiberium-Wars-Demo-FilePlanet-Exclusive>

dutch mirror(being anally raped):

Sorry, I was asked by EA not to allow mirrors of the file as they wanted to give FilePlanet exclusive access to the demo for the first week. Link removed. -Crimson

Subject: Re: C&C3 Official Announcement
Posted by [Ryu](#) on Mon, 26 Feb 2007 20:54:02 GMT
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Thanks for the links, Ma1kel.

Btw it was your 666th post.

The Dutch link isn't bad, 250kbps for me. 1 Hour wait.

Subject: C&C 3 Demo is Out
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 26 Feb 2007 20:57:04 GMT
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Download:

<http://www.fileplanet.com/174572/170000/fileinfo/Command-&-Conquer-3:-Tiberium-Wars-Demo-FilePlanet-Exclusive>

1.17 GB

Subject: Re: C&C3 Official Announcement
Posted by [u6795](#) on Mon, 26 Feb 2007 20:59:52 GMT
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I recommend downloading it by EA Link if you have it, if you don't, GET IT. All you need is an EA user name. Incredibly fast download speed, I had this sucker downloaded and installed in under half an hour.

I'm just spazzing out right now, I'm so excited!

Subject: Re: C&C3 Official Announcement
Posted by [Ma1kel](#) on Mon, 26 Feb 2007 21:06:46 GMT
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Would be useful if you gave us an EA link.

Subject: Re: C&C3 Official Announcement
Posted by [Oblivion165](#) on Mon, 26 Feb 2007 21:07:59 GMT
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Well the only thing on the ea website that I can find is a pay service to get it.

Linkage.

Subject: Re: C&C3 Official Announcement
Posted by [Ma1kel](#) on Mon, 26 Feb 2007 21:11:38 GMT
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Sorry, I was asked by EA not to allow mirrors of the file as they wanted to give FilePlanet exclusive access to the demo for the first week. Link removed. -Crimson

Subject: Re: C&C3 Official Announcement
Posted by [EvilWhiteDragon](#) on Mon, 26 Feb 2007 21:16:17 GMT
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nvm

Subject: Re: C&C 3 Demo is Out
Posted by [Goztow](#) on Mon, 26 Feb 2007 21:19:32 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=23230&start=0&rid=4_882

Subject: Re: C&C3 Official Announcement
Posted by [u6795](#) on Mon, 26 Feb 2007 21:23:15 GMT
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<http://www.ea.com/ealink/>

Subject: Re: C&C3 Official Announcement
Posted by [Oblivion165](#) on Mon, 26 Feb 2007 21:24:16 GMT
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<http://files.filefront.com/CnC3+Demo/;6816228;/fileinfo.html>

Going great from there, 770k!

EDIT:

u6795 wrote on Mon, 26 February 2007 16:23<http://www.ea.com/ealink/>
Pretty sure that's a pay service, that's what I was talking about.

Subject: Re: C&C 3 Demo is Out
Posted by [Renx](#) on Mon, 26 Feb 2007 21:40:45 GMT
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Downloading from EALink at 900kb/s, should be done in minutes

Subject: Re: C&C3 Official Announcement
Posted by [Renx](#) on Mon, 26 Feb 2007 21:44:09 GMT
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EALink is free

Subject: Re: C&C3 Official Announcement
Posted by [Oblivion165](#) on Mon, 26 Feb 2007 21:45:36 GMT
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Well i installed it and it asked for a credit card so i didn't bother going from there.

Subject: Re: C&C3 Official Announcement
Posted by [Ma1kel](#) on Mon, 26 Feb 2007 21:48:58 GMT
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Wow, that thing is packed in an intense way. It has been unzipping for 5 minutes and now it's installing for another 10..

Subject: Re: C&C3 Official Announcement
Posted by [Viking](#) on Mon, 26 Feb 2007 21:52:17 GMT
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OMFG I AM 9TH IN LINE WIIII!!!

EDIT: NOW I AM DOWNLOADING WHOO HOO!

Subject: Re: C&C 3 Demo is Out
Posted by [RydarNuke](#) on Mon, 26 Feb 2007 22:07:40 GMT
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Thanks for the links hope its good (better than genarals

Subject: Re: C&C3 Official Announcement

Posted by [EvilWhiteDragon](#) on Mon, 26 Feb 2007 22:32:40 GMT

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Ma1kel wrote on Mon, 26 February 2007 22:11*Sorry, I was asked by EA not to allow mirrors of the file as they wanted to give FilePlanet exclusive access to the demo for the first week. Link removed.* -Crimson

BI server delivers a straigth 600 KB/s upload for it.

Subject: Re: C&C3 Official Announcement

Posted by [icedog90](#) on Mon, 26 Feb 2007 22:49:28 GMT

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EDIT: nevermind.

Subject: Re: C&C 3 Demo is Out

Posted by [JeepRubi](#) on Mon, 26 Feb 2007 23:15:45 GMT

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Justfinished playing... Im speechles. You have to try it for yourself.

If you cant, tell me and ill record myself playing next time then post it here.

Subject: Re: C&C 3 Demo is Out

Posted by [Nukelt15](#) on Mon, 26 Feb 2007 23:41:52 GMT

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Why does it always have to be Fileplanet? It's such a pain in the ass to clean out all those ad cookies after using that site. Fucking EA/Gamespy alliance...

Oh hell, might as well, it isn't likely to be downloadable from anywhere else any time soon... let's see if EA got C&C right this time.

Subject: Re: C&C 3 Demo is Out

Posted by [Renx](#) on Tue, 27 Feb 2007 00:09:29 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1089392479>

<http://www.n00bstories.com/image.fetch.php?id=1163710921>

<http://www.n00bstories.com/image.fetch.php?id=1358307881>

<http://www.n00bstories.com/image.fetch.php?id=1376161048>

If you're wondering why I'm killing my own units too...sacrifices had to be made.

Subject: Re: C&C 3 Demo is Out

Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 00:14:38 GMT

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How is the performance?

Subject: Re: C&C 3 Demo is Out

Posted by [Renx](#) on Tue, 27 Feb 2007 00:23:49 GMT

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Running at ultra high on everything, with 2x AA on 1280*1024 with no problems at all. I'm sure I could do 4x AA I just didn't bother trying since I wanted to get playing. Didn't look for anykind of fps display yet, supposed I could have just ran fraps though. Running it with 2.6Ghz A64 3800+X2, 7900GT, and 2GB RAM.

Subject: Re: C&C 3 Demo is Out

Posted by [Ryu](#) on Tue, 27 Feb 2007 01:00:04 GMT

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Damn you Renx! I wanted to be the first to post a screenie.

The Game runs pretty nice, I had no problems and my pc sucks.

I had a quick game, Going to go back ingame and unlock a few more units, I wish I could play Nod, Tho.

File Attachments

1) [BEGONE1!.jpg](#), downloaded 1100 times



Subject: Re: C&C 3 Demo is Out
Posted by [kopaka649](#) on Tue, 27 Feb 2007 01:10:36 GMT
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Downloading now... 2 hours left.. can't wait. I hate my internet

Subject: Re: C&C 3 Demo is Out

Posted by [bandie63](#) on Tue, 27 Feb 2007 01:14:32 GMT

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Can someone post the md5sum for the exe please? I want to make sure mine downloaded properly.

Edit: Blah, don't even bother. I ran it, and it locked up my computer, so I had to reboot. I probably should have realized it should have had it's own icon. I HATE YOU FILEPLANET.

Subject: Re: C&C3 Official Announcement

Posted by [cmatt42](#) on Tue, 27 Feb 2007 01:22:49 GMT

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<http://www.gamershell.com/news/36615.html>

Gr8 h8@Fileplanet.

Subject: Re: C&C 3 Demo is Out

Posted by [Canadacdn](#) on Tue, 27 Feb 2007 02:03:23 GMT

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I downloaded it via EA link. It is a million times better than that shit called fileplanet. I avoid that site at all costs.

Anyway, the demo is pretty fun, you get a lot of solid gameplay. My only complaint is that my mammoths seem to have a hard time attacking a garrisoned building that is behind another building, which can get annoying.

Subject: Re: C&C 3 Demo is Out

Posted by [Jecht](#) on Tue, 27 Feb 2007 02:17:03 GMT

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I liked the demo. I made a Juggernaut(they may be overpowered, haven't played enough to fully tell though) wall and crushed nod within their own base. Liked the interface, and I liked the mobile base things. Solid fun out of a skirmish. Haven't had that since RA and TS.

Subject: Re: C&C 3 Demo is Out
Posted by [Renx](#) on Tue, 27 Feb 2007 02:29:33 GMT
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Mammoth tanks seem a lot better than juggernauts to me right now, but I haven't tried any really long range barrages yet.

Subject: Re: C&C 3 Demo is Out
Posted by [Ryu](#) on Tue, 27 Feb 2007 02:32:46 GMT
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The Mammys are awsome, Build 3 of em' and rush a base. You'll see what I mean.

You might want to buy a tech building and give them the upgrade (I forgot what it's called, Should tell you on the first GDI mission with the docks)

Subject: Re: C&C 3 Demo is Out
Posted by [\[NE\]Fobby\[GEN\]](#) on Tue, 27 Feb 2007 02:36:55 GMT
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Yeah my computer is really crap, I can only run it with lowest setting and the sound doesn't work. Even then it doesn't run perfectly

But other than that, I had a good time. I got some railguns on the Mammoth tanks and I built 5 of them, and rushed. Man those things are crazy.

Subject: Re: C&C 3 Demo is Out
Posted by [Jecht](#) on Tue, 27 Feb 2007 02:42:26 GMT
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Can anyone else set the anti-alias higher? My controls don't seem to let me using game controls.

Subject: Re: C&C 3 Demo is Out
Posted by [Crimson](#) on Tue, 27 Feb 2007 03:42:54 GMT
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I'm getting my full retail version free from EA. I just hope I can get it from EA Link instead of waiting for them to ship it to us. I'm about to hop into the demo and check it out now. I hope it will play well... EA gave all the Community Summit attendees free high-end video cards from nVidia so we'd be able to enjoy it. I'm not sure my old Ti4800SE would have handled this well.

Subject: Re: C&C3 Official Announcement
Posted by [Crimson](#) on Tue, 27 Feb 2007 03:45:37 GMT
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Please do NOT mirror or offer links to download the file other than FilePlanet and EA Link. I have been asked not to allow them for the first week.

Subject: Re: C&C3 Official Announcement
Posted by [Viking](#) on Tue, 27 Feb 2007 03:47:17 GMT
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WTF? Why, I think we should unless they give us a reason? We could just Google it any freaking way?

Subject: Re: C&C 3 Demo is Out
Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 04:25:07 GMT
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Quote:Can anyone else set the anti-alias higher? My controls don't seem to let me using game controls.

Set your AA settings in your video card settings. That way, it will render it with whatever AA setting you have it on no matter what.

Subject: Re: C&C 3 Demo is Out
Posted by [Caveman](#) on Tue, 27 Feb 2007 04:34:46 GMT
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Good Demo. Fun to play. I'm upload two videos both of them are the same just one is HQ and one is LQ. Once I finish yousending them i'll try to edit this post and give y'all the links. (They're only 3min video but I thought i'd do it anyways.) Just to let y'all know there is no sound because FRAPS didn't want to record it but the graphics (On the HQ Video) are superb. Full detail with AA on the highest level which i'm going to assume is 4.

For some reason during the encoding the video lost alot of lighting, hopefully its not too dark. However if it is i'll either make another one and just encode it again with some tweaking.

LQ (Not recommended)
<http://download.yousendit.com/05E605D328141C45>

Subject: Re: C&C3 Official Announcement
Posted by [Cpo64](#) on Tue, 27 Feb 2007 04:40:50 GMT
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Bah, you've sold out!

Subject: Re: C&C 3 Demo is Out
Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 05:06:57 GMT
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When my copy finishes downloading I'll take some screenshots and video of it on AAx16 and AFx16).

Quote:EA gave all the Community Summit attendees free high-end video cards from nVidia so we'd be able to enjoy it.

What chipsets did they give you guys? I'm curious to see what this would look like on a 8800.

Subject: Re: C&C 3 Demo is Out
Posted by [Crimson](#) on Tue, 27 Feb 2007 05:20:32 GMT
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It's a GeForce 7900GT. I played at 1280x11024 with basically no lag and no problems at all. Well, I THINK I might have seen a bit of lag when there were a lot of things flying about... I'm so glad to see that all the minor little graphics issues that existed in the alpha are not there anymore. I beat the Easy AI in a 40-minute skirmish. I have a lot to learn because I totally suck at RTS games.

Subject: Re: C&C3 Official Announcement
Posted by [Crimson](#) on Tue, 27 Feb 2007 05:22:02 GMT
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Meh, apparently it's only for the first day, not the first week. I guess they knew they couldn't keep it in much longer than that.

To be honest, I'm sure EA just wants to know with pretty good accuracy just how many people downloaded it on the first day.

Subject: Re: C&C 3 Demo is Out
Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 05:23:44 GMT
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Just out of curiosity then, what are your full systems specifications? I have a 7800GS chipset so

I'm curious to see what is in store for me.

Subject: Re: C&C 3 Demo is Out
Posted by [Crimson](#) on Tue, 27 Feb 2007 05:27:09 GMT
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I have an Athlon 64 3500+ processor with 2GB of RAM. I'm running on dual 19" LCD monitors at 1280x1024 on each.

Subject: Re: C&C 3 Demo is Out
Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 05:38:56 GMT
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Ah, cool. I should be able to max everything out at 1024x768 then.

Subject: Re: C&C 3 Demo is Out
Posted by [Canadacdn](#) on Tue, 27 Feb 2007 05:40:29 GMT
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The fact that you can't play as Nod sucks big time. Hopefully someone will use their 1337 HAX on the demo and make Nod playable soon.

Subject: Re: C&C 3 Demo is Out
Posted by [Renx](#) on Tue, 27 Feb 2007 05:56:21 GMT
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Dave Anderson wrote on Tue, 27 February 2007 01:06When my copy finishes downloading I'll take some screenshots and video of it on AAx16 and AFx16).

Quote:EA gave all the Community Summit attendees free high-end video cards from nVidia so we'd be able to enjoy it.

What chipsets did they give you guys? I'm curious to see what this would look like on a 8800.

Unless you have quad SLI you won't be reaching 16xAA.

I'll take some better screenshot tomorrow after my exam. The ones I took today only have 2xAA and I haven't applied any driver tweaks. Need to find a way to make the HUD flash when screenshots are taken as well.

Subject: Re: C&C3 Official Announcement
Posted by [Renx](#) on Tue, 27 Feb 2007 06:00:36 GMT
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I got amazing speeds from EA Link anyway, I don't see the problem. I was getting 900kb/s and most people that I talked to who also used it got even higher...

Subject: Re: C&C3 Official Announcement
Posted by [Canadacdn](#) on Tue, 27 Feb 2007 06:22:28 GMT
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I was pissed at how many hoops I had to jump through to get the damn demo:

- Open up Fileplanet download thing
- Wait 45 minutes
- Fileplanet tells me to wait ANOTHER 45 minutes
- *Insanity*
- I install EA link
- The registration page dosen't work.
- After about 30 refreshes, it still dosen't work
- Register an account at EA's website
- Download and install demo

Downloading the demo was a pain in the ass, and was not really worth it.

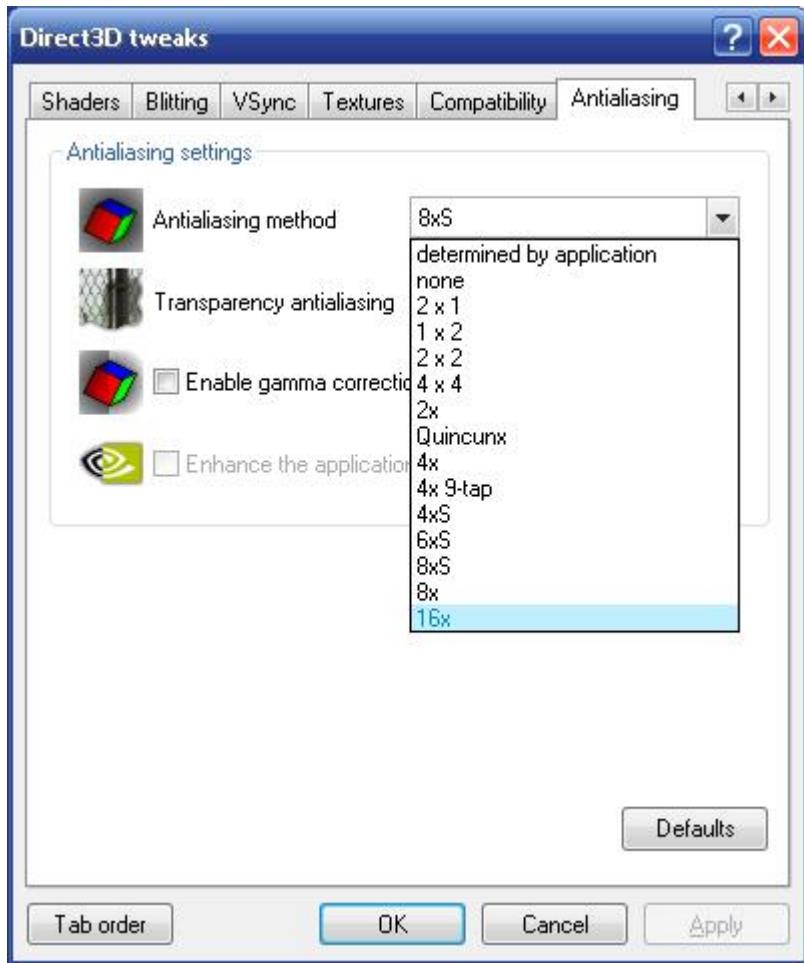
Subject: Re: C&C 3 Demo is Out
Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 06:23:19 GMT
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Quote:Unless you have quad SLI you won't be reaching 16xAA

Wrong. If your video card supports it, but doesn't have it in the driver settings, you can force-enable it with RivaTuner. And you don't need Quad SLI for AAx16, that's ridiculous.

The same can be done for OpenGL settings.

File Attachments
1) [AAx16.JPG](#), downloaded 936 times



Subject: Re: C&C 3 Demo is Out
Posted by: [Renx](#) on Tue, 27 Feb 2007 06:32:03 GMT
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You can't force it because the card physically does not support it, nor could it handle it anyway. The 8800GTX can barely handle 8xAA on newer games with 768mb of RAM, you're crazy if you think a 256mb or 512mb card could handle 16x.

Also, 8xS is not really 8x AA. Excluding the 8-series, any single gpu nvidia card out there today can only handle 4x AA, and 6xAA for ATI cards I believe.

Subject: Re: C&C 3 Demo is Out
Posted by: [Dave Anderson](#) on Tue, 27 Feb 2007 06:43:10 GMT
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Renx wrote on Mon, 26 February 2007 23:32 You can't force it because the card physically does not support it, nor could it handle it anyway. The 8800GTX can barely handle 8xAA on newer games with 768mb of RAM, you're crazy if you think a 256mb or 512mb card could handle 16x.

Also, 8xS is not really 8x AA. Excluding the 8-series, any single gpu nvidia card out there today can only handle 4x AA, and 6xAA for ATI cards I believe.

The two 8800 series chipsets in SLI mode can easily handle 16xAA and 16xAF.

Quote:» New NVIDIA driver brings 16xAA

Just before the GeForce 7800 GTX launched last month, NVIDIA informed the press that a future driver release would bring new AA modes (including a 16x setting) for SLI users. Well, today that driver has sort of arrived, as NVIDIA has posted their beta ForceWare 77.76 driver to their nZone website.

Two new AA modes are now available for SLI users only, an 8x mode and a 16x mode. With the 8x setting, both cards utilize 4x multisampling, with each card using different rotated-grid sampling patterns which are blended together before being output to your screen. Under the new 16x setting, each card runs NVIDIA's 8xS mode with different sampling patterns. If you recall, 8xS combines NVIDIA's traditional 4xMSAA with 2x supersampling for sharper visuals.

End users must use the Coolbits registry hack to enable the new AA modes (change the value to . Once that's done, change the SLI rendering mode field to SLI antialiasing to enable the new modes.

I may have been wrong about it having an effect on a single chipset on 16xAA settings, but you can still force AAx8S, and I CAN physically see the difference in games both in image quality and it drastically drops the rendering and processing power. But it does not effect the performance enough to not use it in certain scenarios.

Subject: Re: C&C 3 Demo is Out
Posted by [Renx](#) on Tue, 27 Feb 2007 06:51:21 GMT
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In SLI mode yes, because then there would be 1.5GB of video RAM at their disposal.

<http://www.nvnews.net/vbulletin/showthread.php?t=53847>

Read that. Like I said, 8xS AA is not nearly the same as 8xAA. You need two cards for real 8xAA, and four cards for real 16xAA. For each level of AA you increase it effectively doubles the amount of video ram the card uses.

Subject: Re: C&C 3 Demo is Out
Posted by [Dave Anderson](#) on Tue, 27 Feb 2007 06:52:39 GMT
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I'll have to read it tomorrow after school. Thanks for the link though, it should be interesting to

read.

Subject: Re: C&C3 Official Announcement

Posted by [Ryu](#) on Tue, 27 Feb 2007 07:19:18 GMT

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I was downloading at 100kbps from that EAlink crap, uTorrent was off and other internet bw hoggers, I was only on msn and IRC. :V

I had a direct download link, Didn't take too long, And the download was orgasmic, I'm definitely buying C&C 3.

Subject: Re: C&C3 Official Announcement

Posted by [icedog90](#) on Tue, 27 Feb 2007 07:23:32 GMT

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It was good, but so far I still want Supreme Commander more. It's out, I just need to buy it.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Tue, 27 Feb 2007 07:38:06 GMT

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Mammoth tanks are very strong but the game really seems to be much faster than previous C&C's, meaning the cost and building time will prolly be the biggest handicap of mammoth tanks! If you can get 4-5: GG but u need to keep your base and economics alive to do that .

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Fabian](#) on Tue, 27 Feb 2007 07:42:04 GMT

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Is there a way to change the mouse selection back to the C&C default?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) on Tue, 27 Feb 2007 07:42:54 GMT

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I was wondering the same thing. I wasn't too happy about the reversed buttons. Right clicking is for Age of Empires, not C&C.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Kanezor](#) on Tue, 27 Feb 2007 08:47:59 GMT

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Quote:EA Announcement

C&C 3: Tiberium Wars

Hi! We here at EA feel that C&C did not have enough Generals in it. In addition, we believe that we did not sufficiently fuck over the C&C name with the game Generals. So, we have decided to make a C&C Generals mod, and sell it for uber profit! We won't spend uber monies on designing a new engine because it's all right there. And we get the specialized feel of Starcraft with the awesomeness of our own C&C Generals look. And the best part? We get to cut costs because all the engine work has already been done!

But enough of Generals! We here at EA have decided to make C&C 3: Tiberium Wars.

It's complete with multiple separate build queues, purchasable unit upgrades, and even a mouse interface similar to Starcraft! If you want to build a lot of infantry, you can just build lots of barracks! How is this different from C&C? It's not! Well, unless you count the fact that you have to tell each barracks to build a unit individually. Also, each individual barracks does not get production speed increases if you build more barracks. But don't worry, it's still the same old C&C you like.

If you want more tough units, you can build a technology building. No, that doesn't grant you access to special tougher units. What it does do is let you buy things called "upgrades". Don't worry, that's nothing like Starcraft though. You see, in Starcraft, you could buy several upgrades several times. So you see, it's still C&C!

We've also felt it necessary to remove the ability to build base walls and gates. It was entirely too unique, and we felt that it detracted from the necessity of building more structures and units. Who cares about walls, anyways? I know I sure don't.

We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!

While we're changing things, we decided that tiberium trees were entirely too unsightly. They do have a habit of growing tiberium, you know. So instead, we felt that tiberium should come out of large holes in the ground. It doesn't matter how these holes formed, what matters is that tiberium grows out of them.

In conclusion, we at Electronic Arts feel that C&C 3: Tiberium Wars is going to be a best seller. I hope you buy it!

That is my personal opinion. I can't believe I fell into yet another trap of EA's. Shame on me.

I played the C&C 3 demo for about 2 hours. I simply cannot believe the stench of Generals that it has. Sure it has some pretty graphics... but coming from EA, that is unsurprisingly just about the only nice thing about it. Oh yeah, and it has a real C&C plotline, but I don't think that's a good

thing.

This game is not C&C. This game is Generals with Tiberium.

Way to fuck us over, EA. I just thought you guys were trying to make the community happy. I guess I thought wrong.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Tue, 27 Feb 2007 08:54:04 GMT

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LApredator confirmed that patch 1.01 (which they are already developing) will include a mouse configuration option.

As to the Generals >< C&C-stuff, I'm a bit between both atm, I think I need to play it a bit more to make up my mind completely. What concerns me most is the environments who look very generals-like, but i must say they did do a good job getting the C&C-feel with in-game movies, ...

I definately like the game though and feel like playing more of it .

Subject: Re: C&C 3 Demo is Out

Posted by [OWA](#) on Tue, 27 Feb 2007 10:54:48 GMT

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Canadacdn wrote on Tue, 27 February 2007 05:40The fact that you can't play as Nod sucks big time. Hopefully someone will use their 1337 HAX on the demo and make Nod playable soon. A Generals modder friend of mine is looking into this.

Subject: Re: C&C 3 Demo is Out

Posted by [Goztow](#) on Tue, 27 Feb 2007 11:35:34 GMT

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One Winged Angel wrote on Tue, 27 February 2007 11:54Canadacdn wrote on Tue, 27 February 2007 05:40The fact that you can't play as Nod sucks big time. Hopefully someone will use their 1337 HAX on the demo and make Nod playable soon.

A Generals modder friend of mine is looking into this.

I figured teh hax out already! It's called an engineer. It'll allow you to check out Nod's side .

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Tue, 27 Feb 2007 11:40:27 GMT

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Kanezor wrote on Tue, 27 February 2007 02:47That is my personal opinion. I can't believe I fell into yet another trap of EA's. Shame on me.

I played the C&C 3 demo for about 2 hours. I simply cannot believe the stench of Generals that it has. Sure it has some pretty graphics... but coming from EA, that is unsurprisingly just about the only nice thing about it. Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

Way to fuck us over, EA. I just thought you guys were trying to make the community happy. I guess I thought wrong.

I understand every individual word you just said, but string them together into sentences and it becomes totally incoherent.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [DutchNeon](#) on Tue, 27 Feb 2007 15:29:30 GMT

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Its Nice, although there are some bugs i noticed, Juggernauts tend to Glitch in Buildings (they wanna walk threw buildings) if u attack a enemy past the object, also, Juggernauts CAN walk Deployed , if they are attacked, they kinda Strafe then = Bug lol Anyway, I think its smart for EA (sorry, not) Allowing u Full Tech Tree in Skirmish. Also, they Don't Allow u to ply nod, but wow, check what i got

i Have Highest Settings, but with AA off and shadow's off, and my Card Fucks its a bit (Old 128 MB AGP Card, doest support bloom), its the fully Updated Avatar Mech, only can adept Own Teamed Nod Vechs to steal the Technology (Fully Updated has 4 parts, but im not telling) Anyway, also, when i Captured the Nod MCV, my nod Blue MCV (looks like a scarab) turned into a purple one o.O kinda wtf, so ul see Purple Nod Units on the SS While im Blue.. ↗ anyway, i miss the old command & Conquer Sounds + Ion kinda big, i just build Temple of Nod and gonna test the nuke Maybe put a vid on here, oh and btw, Stealth Tanks look like Snow Motor's kinda

Also, There are some things i Dislike, maybe for Good power but u can Change Mammy's Guns to railguns as a upgrade (also Predator) and laser's for Scorpion tank (Its the new Named Light tank for nod) and ob kinda tends to fire slow, although i think its good how they Balanced Base Defenses now, GDI has a building at same power as a obelisk now although ob tends to fire slowly, Tib Sun Sound...

/ -= Neon =- \

Subject: Re: C&C 3 Demo is Out

Posted by [Caveman](#) on Tue, 27 Feb 2007 16:06:18 GMT

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Caveman wrote on Mon, 26 February 2007 22:34Good Demo. Fun to play. I'm upload two videos both of them are the same just one is HQ and one is LQ. Once I finish yousend them i'll try to edit this post and give y'all the links. (They're only 3min video but I thought i'd do it anyways.) Just to let y'all know there is no sound because FRAPS didn't want to record it but the graphics (On the HQ Video) are superb. Full detail with AA on the highest level which i'm going to assume is 4.

For some reason during the encoding the video lost alot of lighting, hopefully its not too dark. However if it is i'll either make another one and just encode it again with some tweaking.

LQ (Not recommended)

<http://download.yousendit.com/05E605D328141C45>

HQ Video: Fixed the lighting.

<http://download.yousendit.com/CD8880513D7889E0>

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Sir Phoenixx](#) on Tue, 27 Feb 2007 16:57:22 GMT

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Assuming you're not trying to be sarcastic or making fun of those few bashing the game...

Quote:Hi! We here at EA feel that C&C did not have enough Generals in it. In addition, we believe that we did not sufficiently fuck over the C&C name with the game Generals. So, we have decided to make a C&C Generals mod, and sell it for uber profit! We won't spend uber monies on designing a new engine because it's all right there. And we get the specialized feel of Starcraft with the awesomeness of our own C&C Generals look. And the best part? We get to cut costs because all the engine work has already been done!

I hope you're actually quoting someone else, because I'm not sure what kind of idiot it takes to think that using a modern, perfectly capable engine and just upgrading it is in any-way-what-so-ever a bad thing. I'm sure you'd rather them waste hundreds of thousands of dollars to make an unnecessary new engine instead of just upgrading a current engine to accomplish the exact same thing and putting that money to better use.

Quote:and even a mouse interface similar to Starcraft!

You mean, "similar to every other modern RTS game", right? Besides, they'll most likely include the option to use the left click instead.

Quote:If you want to build a lot of infantry, you can just build lots of barracks! How is this different from C&C? It's not! Well, unless you count the fact that you have to tell each barracks to build a unit individually.

No you don't, you just switch tabs on the side bar to build each extra unit, you don't have to go to each barracks to build each unit.

Quote:Also, each individual barracks does not get production speed increases if you build more barracks. But don't worry, it's still the same old C&C you like.

I don't see what the big deal is, instead of building two units at a faster rate, you're building two units at the same time at normal rates, you still get two units quicker by building two barracks. I don't see the huge-gotta-bitch-and-whine-about-it difference.

Quote:If you want more tough units, you can build a technology building. No, that doesn't grant you access to special tougher units.

So, I just imagined the Mammoth Tank and Juggernaut and the other units becoming available only after I built the Command Post and Tech Center, right?

Quote:What it does do is let you buy things called "upgrades". Don't worry, that's nothing like Starcraft though. You see, in Starcraft, you could buy several upgrades several times. So you see, it's still C&C!

I see you're still confusing "like all other modern RTS games" with "like Starcraft"...

And, no you couldn't buy the upgrades in Starcraft several times, each time you bought an upgrade, a better new upgrade was made available.

Quote:We've also felt it necessary to remove the ability to build base walls and gates. It was entirely too unique, and we felt that it detracted from the necessity of building more structures and units. Who cares about walls, anyways? I know I sure don't.

The modders that will add it back in within months of its release, if walls are not added in a patch or something. CnC3 had walls, they just for some reason removed the ability to build them at the last minute. Wow, an actual valid complaint, must have been an accident, right?

Quote:We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!

Because 6 people taking 6 direct hits to die is less stupid than 1 person taking 6 direct hits to die? It's only a visual change.

Quote:While we're changing things, we decided that tiberium trees were entirely too unsightly. They do have a habit of growing tiberium, you know. So instead, we felt that tiberium should come out of large holes in the ground. It doesn't matter how these holes formed, what matters is that tiberium grows out of them.

Damn, a second valid complaint, even though it is a very minor and insignificant one.

Quote:Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

You're ranting about it being bad because it has a few different features than C&C games, but it having a "real C&C plotline" is somehow bad?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Tue, 27 Feb 2007 17:13:25 GMT

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Walls were taken out of skirmish/multiplayer only, and on purpose. They'll still be accessible in SP.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Sir Phoenixx](#) on Tue, 27 Feb 2007 17:50:14 GMT

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Why aren't they in skirmish and multiplayer?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Tue, 27 Feb 2007 18:03:06 GMT

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<http://forums.ea.com/mboards/thread.jspa?sls=2&tstart=15&threadID=188624 &start=0>

Predator

The reality is, yes, we made a late design decision not too long ago to take out walls from multiplayer. We will explain this further in the upcoming podcast, but we found after extensive testing that walls were being hardly used and didn't suit the gameplay style, the fast paced feel, they became more of a nuance than an actual enhancing gameplay feature.

I can see them being added back in a patch later on.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Canadacdn](#) on Tue, 27 Feb 2007 20:11:43 GMT

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I could see myself using walls to keep out hordes of annoying Nod infantry, while my auto-defenses take care of them.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Tue, 27 Feb 2007 21:03:24 GMT

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<http://www.n00bstories.com/image.fetch.php?id=1053960969>

fear the ctrl+selection feature

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Tue, 27 Feb 2007 21:10:24 GMT

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ROFL

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Demolition man](#) on Tue, 27 Feb 2007 21:41:07 GMT

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I don't get why they remove walls. Because they didn't use it in MP... So? Just leave it in for others they made it already so let it stay.

Also when unpacking an apc, building or deploying a mcv you have to select the deploy/unpack button at the bottom right. My suggestion would be to also add that a cursor like this will show up when hovering over the unit/building (Like all the other C&C games had). Also keep it at the bottom right for specific units to get out the building/apc.

Also GDI was to blue if you ask me.

EDIT: also you can't see how space you got left for tiberium till you need a silo.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Tue, 27 Feb 2007 21:54:18 GMT

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I don't like that you can only put one unit type in an APC. It makes since in the way that there are 5 people in a squad, but I liked mixing up the units in my APCs.

Demoman when you learn to use that feature right it's great. You can tell an APC to go to the drop point then come back right after it drops them off with waypoints.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Demolition man](#) on Tue, 27 Feb 2007 21:56:41 GMT

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but what i said doesn't only count for apc's but yeah i still need to test out the waypoint stuff. Only played on real skirmish game =/

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [YSLMuffins](#) on Tue, 27 Feb 2007 22:22:20 GMT

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Holy fucking shit--I am so excited!!! I have not been this excited about a video game since...since RA2! AHHHH!!!!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Tue, 27 Feb 2007 22:22:35 GMT

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Predator

The reality is, yes, we made a late design decision not too long ago to take out walls from multiplayer. We will explain this further in the upcoming podcast, but we found after extensive testing that walls were being hardly used and didn't suit the gameplay style, the fast paced feel, they became more of a nuance than an actual enhancing gameplay feature.

An so they decided to make it a bit more gay General's like, and take away options for the user. I want to build a wall and make my base look like a real base, but now tanks and infantry can just run into my base and throw a party.

This must be what EA thought: "And perhaps beings we have these walls in the game and the majority of people don't use them, we better take them out, I mean it keeps people from sending engineers into you construction yard and they act as a second layer defense against low flying projectiles, but that's all."

Oh BTW lets make it fast paced so those "boring" 2 hour games can no longer happen and after your 11 minute battle you can say: "Remember 5 minutes and 30 seconds into the game, you had that one harvester and I blew it up." And they will say "No, because I was watching your infantry and dealing with about 50 other things."

Quote:

We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!

Yes lets make it so if a tank comes along it can run them all over instead of them being able to scatter, so you just lose all your money at once, and don't forget the splash damage.

Quote: ob kinda tends to fire slow, although i think its good how they Balanced Base Defenses now, GDI has a building at same power as a obelisk now although ob tends to fire slowly, Tib Sun Sound...

Why would the base defenses be more powerful than the other teams base defenses, it adds more "strategy" (EA thinks: "what the heck does that word mean") to the game. And after all its only a strategy game why have strategy.

Quote:

Is there a way to change the mouse selection back to the C&C default?

When does EA give us options.

Speaking of options the actual game better have an options screen that looks something like this:
or they better get a patch done quick.

I bet C&C3's "rules.ini" file will be called "EARules.duh" and it will allow you to change the volume of sound effects and music.

File Attachments

1) [options.png](#), downloaded 864 times



Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Tue, 27 Feb 2007 22:26:04 GMT

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Demolition man wrote on Tue, 27 February 2007 14:41 Also GDI was to blue if you ask me.

I think that was just the "team colors" feature. When you set up your skirmish you can pick a different color, like a light yellow. That feature allows for easier unit identification when you're playing something like GDIvsGDI or more in a multi-player map.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Tue, 27 Feb 2007 22:30:26 GMT

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My first impressions (the bad):

- Structures die way too easily, especially base defenses. A handful of basic-level tanks and infantry can wipe the floor with three or four defense towers before said towers can make as many as two or three kills combined.
- On the other side of the coin, structures build too quickly. Building a base feels like TS at speed 6.

- I do not like the way the game handles mission updates in SP. It does not merely focus the normal camera on a point of interest, it focuses in on it then bounces. It is possible to skip this bit, but it is annoying to me just because it is something getting between me and my game. On a similar note, is it really necessary to deselect everything the player has selected every fucking time the mission status updates? It interferes with the player's ability to play, and is not a good feature.

- A note on infantry selection: when you have a big crowd of infantry, it is stupidly annoying to pick out which soldier belongs to which squad, as they have a tendency to mingle with one another and each individual soldier does not have a health bar of his own. This problem could be solved either by pinning a little health bar/selection dot/something over the head of each individual squad member, or by having squad members not wander off from their squad leaders. It doesn't need to be that much of a pain to pick out who's who.

- The Ion Cannon seems stupidly powerful. This is a disturbing trend in the superweapons that EA puts into their RTS titles. The Ion Cannon in TD and TS was a precision weapon that could take out a key structure (A key structure) in preparation for a follow-up attack. It shouldn't be a nuke-beam that fries the entire core of a base on its own. Honestly, anything that can take out one, two, or three structures in one shot is powerful enough and then some, and anything which can cause more damage than that needs to be limited to a single shot ala the Nod nuke in TD.

- Units take a little too much personal initiative when enemy units come calling. So far I've had infantry squads run off to attack enemies that aren't even in my field of vision yet, which is a bit annoying. I don't mind them firing from where they are or moving when enemies get into firing range, but I'd like it better if they wouldn't actively try to get into firing range before I give them orders to do so.

First Impressions (the good):

- Good job on the cutscenes. It is nice to see Kane's face again, and I think Mike Ironside is a good pick for GDI brass. That reporter seemed a bit wooden, but that's forgivable IMHO.

- Vehicles handle nicely. The temporary hulks of dead vehicles are a nice touch, as one could conceivably stall a big formation of tanks by destroying its leading units and forcing the rest of the column to maneuver around or wait for the hulks to go away. That has some nice potential for ambushes and defensive tactics.

- Unit balance (vs. units) in general seems about right. I didn't get a chance to test drive the Juggernaut, but the Medium and Mammoth tanks seem to balance out nicely with infantry (thankfully, infantry units aren't pushovers... unless you literally push them over). It is nice to see that groups of dissimilar units will move at the same speed when moved together; infantry and armor can be moved up without the tracks getting too far ahead of their squishy support.

Prolly more later...

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Demolition man](#) on Tue, 27 Feb 2007 22:31:56 GMT

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No i knew that but just check the video before the first mission and also why is the GDI default in skirmish blue?

But maybe the blue gui made the blueish feeling worse.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Tue, 27 Feb 2007 22:35:09 GMT

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Sign the petition to bring walls back:

<http://forums.ea.com/mboards/thread.jspa?sls=2&tstart=0&threadID=188951>

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Tue, 27 Feb 2007 23:57:51 GMT

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I've been compiling images here:

<http://www.n00bstories.com/image.gallery.php?id=2845&folder=1740>

It's pretty much just me nuking and shooting things with my ion.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) on Wed, 28 Feb 2007 00:09:03 GMT

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YSLMuffins wrote on Tue, 27 February 2007 14:22Holy fucking shit--I am so excited!!! I have not been this excited about a video game since...since RA2! AHHHH!!!!

Weren't you really excited about AOE3? Well, I was, but after I played it I was pretty disappointed...

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Oblivion165](#) on Wed, 28 Feb 2007 01:34:31 GMT

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I wish EA would stop using the Sage engine and move onto something else, C&C3 looks and feels like a modded generals. I play a lot of generals mods and all this seems to be is a new toolbar and a replacement of models and teams.

Also I despise squads, Dawn of war and a lot of games are using the squad system now and I hate it. I would like to just send one man out to scout or to take a derrick, not this massive shift of units across the battle field.

The menu system is all the same, just look at the multiplayer screen.

That being said, I'm glad they are trying to bring back the gold.

EDIT: I went and reviewed some of these pages and my post didn't bring anything new to the discussion but at least I got to say it too.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 02:11:16 GMT

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Oblivion165 wrote on Tue, 27 February 2007 18:34

Also I despise squads, Dawn of war and a lot of games are using the squad system now and I hate it. I would like to just send one man out to scout or to take a derrick, not this massive shift of units across the battle field.

Ever heard of Homeworld 2? Same type of deal, but with ships (very annoying).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [\[NE\]Fobby\[GEN\]](#) on Wed, 28 Feb 2007 03:40:23 GMT

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They should have Scouts in this game, like in Emperor. Basically a cheap unit with either a pistol or no gun, that is just made for running around and searching. That unit realy worked out for that game.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Viking](#) on Wed, 28 Feb 2007 03:51:38 GMT

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C&C 3 totally blows... I dont know why I pre-ordered it. Maybe I will get it and sell it on E-Bay for \$80.00 and make some profit hoping some people wanted it and didnt manage to get a copy.

Wait I pre-ordered it for C&C95 .

Serously, no walls. Squads are gay. The build times seem to fast to me. It looks and feels like a generals mod. I don't like left clicking to select and right clicking to tell stuff to move and shit why could they not keep it the old way?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) on Wed, 28 Feb 2007 04:00:51 GMT

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I think the funny thing about this demo is that you either love it or you hate it.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Viking](#) on Wed, 28 Feb 2007 04:05:25 GMT

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I WANT FUCKING WALLS AND GATES GOD DAMMIT SCREW EA!!!!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Wed, 28 Feb 2007 04:10:12 GMT

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The funnest part of any CNC games was modding it, by far. I expect that to be no different here. I'm sure there will be a mod out within the next couple days to enable walls in MP. I'll probably play around with other things too like the build times and unit speeds.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Kanezor](#) on Wed, 28 Feb 2007 04:34:41 GMT

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MaidenTy1 wrote on Tue, 27 February 2007 05:40Kanezor wrote on Tue, 27 February 2007 02:47That is my personal opinion. I can't believe I fell into yet another trap of EA's. Shame on me.

I played the C&C 3 demo for about 2 hours. I simply cannot believe the stench of Generals that it has. Sure it has some pretty graphics... but coming from EA, that is unsurprisingly just about the only nice thing about it. Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

Way to fuck us over, EA. I just thought you guys were trying to make the community happy. I guess I thought wrong.

I understand every individual word you just said, but string them together into sentences and it becomes totally incoherent.

It's not my fault you're too retarded to understand simple sentences.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Assuming you're not trying to be sarcastic or making fun of those few bashing the game...I was being highly sarcastic while trying to be focused at bashing EA and their work on Generals with Tiberium.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:Hi! We here at EA feel that C&C did not have enough Generals in it. In addition, we believe that we did not sufficiently fuck over the C&C name with the game Generals. So, we have decided to make a C&C Generals mod, and sell it for uber profit! We won't spend uber monies on designing a new engine because it's all right there. And we get the specialized feel of Starcraft with the awesomeness of our own C&C Generals look. And the best part? We get to cut costs because all the engine work has already been done!

I hope you're actually quoting someone else, because I'm not sure what kind of idiot it takes to think that using a modern, perfectly capable engine and just upgrading it is in any-way-what-so-ever a bad thing. I'm sure you'd rather them waste hundreds of thousands of dollars to make an unnecessary new engine instead of just upgrading a current engine to accomplish the exact same thing and putting that money to better use. You could be right. It might not have been better for EA to create a new engine. But my point was that the feel of Generals' engine sucks.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:and even a mouse interface similar to Starcraft!

You mean, "similar to every other modern RTS game", right? Besides, they'll most likely include the option to use the left click instead.

Being that I don't play "every other modern RTS game", no. I mean Starcraft. I played and loved C&C because it was different. Generals with Tiberium changed that.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:If you want to build a lot of infantry, you can just build lots of barracks! How is this different from C&C? It's not! Well, unless you count the fact that you have to tell each barracks to build a unit individually.

No you don't, you just switch tabs on the side bar to build each extra unit, you don't have to go to each barracks to build each unit. Okay, so I didn't mention that you could switch via tabs. So what? My point was that it's the Starcraft-style (oh, forgive me... "every other modern RTS game"-style) of production whereas each building has its own production line. So much for C&C being unique.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:Also, each individual barracks does not get production speed increases if you build more barracks. But don't worry, it's still the same old C&C you like.

I don't see what the big deal is, instead of building two units at a faster rate, you're building two units at the same time at normal rates, you still get two units quicker by building two barracks. I don't see the huge-gotta-bitch-and-whine-about-it difference. The huge-gotta-bitch-and-whine-about-it difference is that it's not C&C. It's Starcraft-style (oh, wait... "every other modern RTS game"-style)... again, so much for C&C being unique.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:If you want more tough units, you can build a technology building. No, that doesn't grant you access to special tougher units.

So, I just imagined the Mammoth Tank and Juggernaut and the other units becoming available only after I built the Command Post and Tech Center, right? I left that part out. I wasn't focusing on the Mammoth Tank and Juggernaut, I was focusing on the upgrades that you have to purchase separately. My mistake.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:What it does do is let you buy things called "upgrades". Don't worry, that's nothing like Starcraft though. You see, in Starcraft, you could buy several upgrades several times. So you see, it's still C&C!
I see you're still confusing "like all other modern RTS games" with "like Starcraft"...

And, no you couldn't buy the upgrades in Starcraft several times, each time you bought an upgrade, a better new upgrade was made available. Only in your eyes am I confusing "like all other modern RTS games" with "like Starcraft". C&C doesn't need to be Starcraft-style to a modern RTS game. Otherwise, it is exactly what you're implying: it fits into "all other modern RTS games" that you can simply pick up off of the shelf, play for a few days or weeks, and then get bored of it because it has absolutely no uniqueness to it.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:We've also felt it necessary to remove the ability to build base walls and gates. It was entirely too unique, and we felt that it detracted from the necessity of building more structures and units. Who cares about walls, anyways? I know I sure don't.

The modders that will add it back in within months of its release, if walls are not added in a patch or something. CnC3 had walls, they just for some reason removed the ability to build them at the last minute. Wow, an actual valid complaint, must have been an accident, right? I'll ignore your cynical sarcasm at the end.

And who cares about the modders? I for one do not fucking care about mods. I want the real game to be the way it should have been rather than needing modifications to make it the way it should have been. Is that too much to ask? Seriously, think about it.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!
Because 6 people taking 6 direct hits to die is less stupid than 1 person taking 6 direct hits to die? It's only a visual change. What part of NOT unique do you understand? It's a visual change that was not needed.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:While we're changing things, we decided that tiberium trees were entirely too unsightly. They do have a habit of growing tiberium, you know. So instead, we felt that tiberium should come out of large holes in the ground. It doesn't matter how these holes formed, what matters is that tiberium grows out of them.
Damn, a second valid complaint, even though it is a very minor and insignificant one. Yeah, it was rather insignificant... but I figured while I was ranting, I might as well throw it in there. I did actually like the tiberium trees of old.

Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

You're ranting about it being bad because it has a few different features than C&C games, but it having a "real C&C plotline" is somehow bad?
No, I'm ranting about it being bad because it has many different features than C&C games and

thus doesn't deserve the real C&C plotline.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryu](#) on Wed, 28 Feb 2007 04:42:44 GMT

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I like the feel to this game, No walls? Wtf EA, This now sucks, I can't make a awsome looking base.

I did expect to see walls, And maybe more new units like a watch tower, And bla bla <;Insirt more rant here;>

Apart from that, everything looks nice, and the new models for buildings and tanks etc look and feel awsome. Tho thats my opinion, I'm sure there are others that completely hated this game.

Right now I'm rendering a movie, I'm going to upload it to YouTube soon, So I'll edit this post or make a new post.

EDIT; Btw, Did anyone notice CnC3 Had Renegade death screams on the Infantry Soldiers?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 05:05:53 GMT

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They should have released the demo sooner so we could have complained about it before they made 10,000 copies, thus preventing them form making another generals game.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Wed, 28 Feb 2007 07:11:52 GMT

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Walls are a necessity; they have been ever since TD. Walls are what keep enemies from jacking things like MCVs and tech buildings with surprise engi rushes. Without walls, a lone early APC can make your life a living hell by stealing away half your base. Let's not even consider how important walls are as a passive defense against damaging attacks, huh?

Walls have been especially important in the Tiberian branch of the universe- TS had no fewer than four wall-type defenses, all of which were valuable in their own way. Concrete walls and gates for basic defense, Laser fences and Firestorm walls for defense against heavy attacks- Firestorm walls being able to defeat even superweapon and airborne attacks- and finally pavement, to defend against subterranean units and cratering.

It's a mystery why Nod seems to have abandoned subterranean units, and terrain deformation

died with TS, so the loss of pavement is acceptable. However, that leaves both passive and active walls for both sides that could have played a major role in defensive strategy. I'd be interested to see how EA justifies the complete omission of walls as a defensive tool.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Kanezor](#) on Wed, 28 Feb 2007 07:26:56 GMT

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Nukelt15 wrote on Wed, 28 February 2007 01:11 I'd be interested to see how EA justifies the complete omission of walls as a defensive tool.

Simple. EA thinks everyone should go out and rush in 10-minute games.

It's worth noting that 10-minute games are not fun at all.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Wed, 28 Feb 2007 07:29:38 GMT

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What I really, really hate is the freaking fog of war. I do NOT need to know in advance where all tib fields are but I DO want to keep revealed terrain revealed.

I hope they will still put the option to disable fog of war in the multiplayer.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Wed, 28 Feb 2007 08:09:17 GMT

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Another nod in agreement from me. Fog of War was an option in TS, but it was left disabled by default and I don't know anyone who opted to enable it. It is something decidedly not C&C, regardless of whether or not it is what everybody else is doing. Hell, I remember playing three different RTS titles by 2001 (Homeworld, C&C, and Star/Warcraft) and actually having three different sensor systems to play around with- and each one worked well with its own unique gameplay style.

Fog of War doesn't go well with C&C gameplay. It goes very well with 'Craft-style base building and massing, requiring players to station units at key locations to keep tabs on bad guys. It does not go very well with C&C. When you roll back a section of shroud in C&C, it damn well ought to stay rolled back.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) on Wed, 28 Feb 2007 08:27:25 GMT

I didn't play the demo much at all, but after reading everything you guys are discussing and recalling what I saw in the demo, I'm beginning to realize how this feels a lot like Generals. It doesn't feel completely like it, but it definitely has many elements. I think part of the reason is because it's still based on the SAGE engine. I don't know what EA was thinking when they decided to remove the walls, the proper shroud, the left clicking, THE RADIO, and other things. Even the cut-scenes don't really do justice. I think all of the actors overact, including Kane, not because of themselves but because of how EA directed them. I played all of the C&C games since I was 8... I have a pretty good idea of how they feel. They just totally lack what the original ones had.

Not everything is bad, but there are more bad things than I expected.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Kanezor](#) **on** Wed, 28 Feb 2007 09:00:12 GMT

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icedog90 wrote on Wed, 28 February 2007 02:27I played all of the C&C games since I was 8... I have a pretty good idea of how they feel. They just totally lack what the original ones had. You and I are in the same boat. I've been playing C&C for more than half of my life, how sad is that?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) **on** Wed, 28 Feb 2007 09:29:02 GMT

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It's not sad to me... it's more like... nostalgia. Is it normal to feel an extreme amount of nostalgia for your childhood when you turn 18? Actually, I've been feeling this way since about a few months ago.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) **on** Wed, 28 Feb 2007 09:37:53 GMT

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TBH: C&C movie actors have always been overacting. It's part of the deal.

Don't get me wrong: I like how the game looks and feels but there's some Generals-elements in it that make my hair rise.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryu](#) **on** Wed, 28 Feb 2007 10:11:23 GMT

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Good thing I didn't play Generals.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Wed, 28 Feb 2007 10:35:38 GMT

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Nukelt15 wrote on Tue, 27 February 2007 16:30- Structures die way too easily, especially base defenses. A handful of basic-level tanks and infantry can wipe the floor with three or four defense towers before said towers can make as many as two or three kills combined.

In the original game, defence structures were simply too powerful. They were sensibly nerfed during alpha testing. A player being able to turtle effectively and win against an aggressive opponent does not make for a good RTS game. Perfect example: Mirkwood Archers in towers in Rise of the Witch-King (well, if Mirks were as cheap as the turrets in CnC3 are)

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Sir Phoenixx](#) on Wed, 28 Feb 2007 13:41:40 GMT

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Quote:Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:We also felt that Generals was pioneering this awesome macro ability. Now instead of being able to tell each unit what to do individually, you can control whole squads of infantry with a single click!

Because 6 people taking 6 direct hits to die is less stupid than 1 person taking 6 direct hits to die? It's only a visual change.What part of NOT unique do you understand? It's a visual change that was not needed.

Apparently the same part that you don't understand. How many RTS games have squads instead of individual units? Maybe a dozen or so (only 2 that I know of, Rise of Nations and Company of Heroes)? Out of hundreds that use individual units. Which way is more unique then?

Quote:Sir Phoenixx wrote on Tue, 27 February 2007 09:57Quote:Oh yeah, and it has a real C&C plotline, but I don't think that's a good thing.

This game is not C&C. This game is Generals with Tiberium.

You're ranting about it being bad because it has a few different features than C&C games, but it having a "real C&C plotline" is somehow bad?

No, I'm ranting about it being bad because it has many different features than C&C games and thus doesn't deserve the real C&C plotline.

You mentioned 4 actual differences, 1 of which (the mouse thing) will be only optional, and 1 will be fixed in a patch or at least a mod. I fail to see how 2, maybe 3 permanent differences would qualify as "many". There were more differences between TS and TD.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [DarkKnight](#) on Wed, 28 Feb 2007 16:08:59 GMT

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I just played the first mission of the demo and I like it but it took me a bit to get used to it from playing generals all the time.

Since I only have 512 of ram. it dumps every now and then back to my desktop but doesn't leave the game, guess it replenishes the ram then I just click the game on my toolbar and it goes right back to the action. I really need more ram lol

Personally I think the units were better looking in generals. Everything is really small even close up. I like Tibwars just took me a sec to get used to how to do stuff again after playing generals. It's the old style of building and moving.

No walls do suck. I don't know why they left that out but its new missions and C&C is still going strong so maybe hopes for Ren in the future.

Have to look at the positives sometimes and not always the negatives about everything. At least to me.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [ScythaR](#) on Wed, 28 Feb 2007 17:01:21 GMT

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I liked it a lot. Here's the "bad things" -list:

-Too many of those special weapons on the left bar. No need to have the same unit available in two ways in my opinion.

-I kind of miss the fog of war.

-Bad music.

-Finally, the biggest difference with modern RTS when compared to older ones is the lack of grids. In RA you could easily line your units in any formation. Beautiful. Now you'll have troubles just lining two tanks next to each others quickly. It's the one thing I miss the most, and for me, it's probably the most important factor that makes a game feel like C&C.

Kanezor:

So, if they can't change aesthetics because it won't be C&C anymore, and they can't change gameplay because it won't be C&C anymore, then what CAN they change? Nothing Just add new unit models? Yeah, let's wait for C&C4 next, which comes with RA1 textures and game engine...if you liked those games, they're still available you know, just stick to them.

Or maybe it's just the usual "too old" syndrome, which makes us love our childhood games immensely, and as a result, every new version of them sucks. I should know...*looks at Descent 1*

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Renx](#) on Wed, 28 Feb 2007 17:55:16 GMT

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The fog of war is still there. Do you mean the black that covered the map at the start so you couldn't see anything? I miss that too

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [GEORGE ZIMMER](#) on Wed, 28 Feb 2007 18:19:53 GMT

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Firesbh AKA Seadust on rp2 forums I FOUND OUT HOW TO PLAY AS NOD IN THE DEMO

u can play as nod by highlighting it in the menu, then press n and click the icon at the same time, u can also do this with the ai by the corresponding starting letter, the scrin does not really work beacuse only the side bar was put in

It also works with AI personality too.

Also, I have a problem. It randomly crashes during Skirmish and immediatly crashes when I start a mission

Can anyone help with this one?

EDIT: Apperently someone already said how to do this (to play as Nod). Oh well, still will stay here for anyone who didn't see the topic (like me)

Subject: Re: C&C 3 Demo is Out
Posted by [JPNOD](#) on Wed, 28 Feb 2007 18:21:14 GMT

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Crimson wrote on Mon, 26 February 2007 22:42I'm getting my full retail version free from EA. I just hope I can get it from EA Link instead of waiting for them to ship it to us. I'm about to hop into the demo and check it out now. I hope it will play well... EA gave all the Community Summit attendees free high-end video cards from nVidia so we'd be able to enjoy it. I'm not sure my old Ti4800SE would have handled this well.

>Ti4200 worked fine here, it's just that you won't be able to put all the candy on.

[/quote]

Also, I have a problem. It randomly crashes during Skirmish and immediately crashes when I start a mission

Can anyone help with this one?[/quote]

Does it just crash to desktop? or as in PC crash? If so try to increase your virtual paging memory. Also post your system info.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [JPNOD](#) on Wed, 28 Feb 2007 18:40:06 GMT

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Oblivion165 wrote on Tue, 27 February 2007 20:34I wish EA would stop using the Sage engine and move onto something else, C&C3 looks and feels like a modded generals. I play a lot of generals mods and all this seems to be is a new toolbar and a replacement of models and teams.

Also I despise squads, Dawn of war and a lot of games are using the squad system now and I hate it. I would like to just send one man out to scout or to take a derrick, not this massive shift of units across the battle field.

The menu system is all the same, just look at the multiplayer screen.

That being said, I'm glad they are trying to bring back the gold.

EDIT: I went and reviewed some of these pages and my post didn't bring anything new to the discussion but at least I got to say it too.

It's a Generals mod exception of the ingame movies. meh > Reborn and Renalert > the closest if will ever come to a Renegade 2 I said it before and I'll say it again. Some people annoyed about me making a quote download Renegade 2 from www.renalert.com because it's not really a

Renegade 2 the so called C&C3 isn't otherwise.

me

pro's

- Ingame cut scenes
- The menu with the music felt tiberian sun/futuristic

Cons

- ingame to much generals like
- I prefer the generals taunts over the taunts of the nod/gdi taunts.
- the mouse right/left click thingy (probably be fixed from what I read?)
- ingame music from what I heard doesn't even come close to tibsun's music.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 18:47:33 GMT

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JPNOD wrote on Wed, 28 February 2007 11:40

Cons

- ingame to much generals like
- I prefer the generals taunts over the taunts of the nod/gdi taunts.
- the mouse right/left click thingy (probably be fixed from what I read?)
- ingame music from what I heard doesn't even come close to tibsun's music.

Left/Right click will be fixed in the game's first patch (as well hopefully the wall).

They got rid of the old music director, so that's why the music is not as good as it was in the original C&C series.

I also miss the old shroud.

The first mod I make will get rid of the squads, and put a build limit on the factories (one unit at a time).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [trooprm02](#) on Wed, 28 Feb 2007 20:57:57 GMT

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Wow 5 years already? Here's to another 5

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Wed, 28 Feb 2007 21:13:32 GMT

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Why would you put a build limit? That's ridiculous. Being able to tell it to build more than one unit at a time was one of the best features ever added to RTS's.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 28 Feb 2007 21:41:13 GMT

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Renx wrote on Wed, 28 February 2007 14:13 Why would you put a build limit? That's ridiculous. Being able to tell it to build more than one unit at a time was one of the best features ever added to RTS's.

And destroys the uniqueness of the C&C series.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Renx](#) on Wed, 28 Feb 2007 22:03:28 GMT

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Did you ever play RA2? I'm sure if it were possible or they had thought of it 11 years ago it would have been in TD and RA too. I don't recall WS ever saying they included an inferior feature on purpose.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [icedog90](#) on Wed, 28 Feb 2007 22:50:23 GMT

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Scytha wrote on Wed, 28 February 2007 09:01] Or maybe it's just the usual "too old" syndrome, which makes us love our childhood games immensely, and as a result, every new version of them sucks. I should know... *looks at Descent 1*

Not true. Supreme Commander is a successor to Total Annihilation... well, more like a revamped version of Total Annihilation since the original game barely received the recognition it deserved. I think it is very well done and it still remains faithful to the original, along with its own feeling.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Thu, 01 Mar 2007 00:13:28 GMT

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Jerad Gray wrote on Wed, 28 February 2007 15:41 Renx wrote on Wed, 28 February 2007 14:13 Why would you put a build limit? That's ridiculous. Being able to tell it to build more than one unit at a time was one of the best features ever added to RTS's.

And destroys the uniqueness of the C&C series.
You're saying the destruction of C&C started with Tiberian Sun?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Dave Anderson](#) on Thu, 01 Mar 2007 02:09:45 GMT

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I finally got around to playing this demo for a few hours and am happy to say I will be purchasing this game. I am very pleased with the gameplay, textures are nice too (can't say better graphics, its the same engine), and really neat effects.

Of course, my favorite thing in the whole thing is the Ion Cannon Strike. I think they did an outstanding job on it.

Though, I want them to bring back the walls. Their claim was it did not suit the fast paced gameplay, but I say it would, its not that fast paced (as they seem to make it look like), and as a classic C&C fan, having walls is a must.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [SeargentSarg](#) on Thu, 01 Mar 2007 02:19:44 GMT

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Walls are a big thing for renegade imo.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Zion](#) on Thu, 01 Mar 2007 08:24:22 GMT

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Yeah, the only things i'd chage are:

Walls,
Grid,
Mammy track animation when coming to a halt,
Infantry animation when they part to let a vehicle past,
Mouse icons,
Mouse clicking,
Rare Building looping animation during construciton, and
Tutorial mission less like RA2's tut mission.

Apart from those points it's a very good game. 9/10

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [trooprm02](#) on Thu, 01 Mar 2007 18:25:05 GMT

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Wow.. Tom Aderson or whoever posted the min. requirements was WAY off, so much so that now I can't even play the demo w/o upgrading

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Thu, 01 Mar 2007 19:38:03 GMT

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trooprm02 wrote on Thu, 01 March 2007 19:25Wow.. Tom Aderson or whoever posted the min. requirements was WAY off, so much so that now I can't even play the demo w/o upgrading Then your pc must suck bigtime

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Thu, 01 Mar 2007 20:09:47 GMT

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trooprm02 wrote on Thu, 01 March 2007 11:25Wow.. Tom Aderson or whoever posted the min. requirements was WAY off, so much so that now I can't even play the demo w/o upgrading

I posted the requirements from a reference on CNCDEN and some game magazine. They were changed after that.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Viking](#) on Thu, 01 Mar 2007 21:56:30 GMT

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Half the fun of tiberian sun was making youre base look nice with walls and stuff...

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Thu, 01 Mar 2007 22:08:08 GMT

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Viking wrote on Thu, 01 March 2007 14:56Half the fun of tiberian sun was making youre base look nice with walls and stuff...

I completely agree with that. Part of the entire Command & Conquer series was the art of creating a unique base. Without walls, I can't make bases like I used to, not to mention that now it kind of has the feeling of a sloppy setup.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Sir Phoenixx](#) on Thu, 01 Mar 2007 22:11:36 GMT

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I'd use walls in TS and make a nice, paved base with walls when I could, most of the time there was too many cliffs that I'd have to make the walls zig-zaged, or there were elevation changes in the way. Unless they make it so the walls follow the elevation changes and can be placed free form (instead of at right angles), then I don't think I'll be using walls except to surround the construction yard, etc. if they're put back in.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Thu, 01 Mar 2007 22:18:44 GMT

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I just realized that you can rotate your buildings if you hold down the button when you're placing them lol. It helps out with refineries I think.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [SargentSarg](#) on Thu, 01 Mar 2007 22:21:02 GMT

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Lol! Put them under the map so your enemies can't destroy em

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [DarkKnight](#) on Thu, 01 Mar 2007 22:36:42 GMT

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Sorry if this was already stated but I'm suprised no one from the summit brought this point up when they were there.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Thu, 01 Mar 2007 23:09:03 GMT

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I knew they took the walls out but I never used them so I didn't realize they were a big deal.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [JeepRubi](#) on Fri, 02 Mar 2007 00:51:45 GMT

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Well, I diddnt think walls was such a big deal untill I started playing, after being rushed by suicide

bombers and having some guys run right through my defences, I really think their neccisays.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [jonwil](#) on Fri, 02 Mar 2007 01:05:13 GMT

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Things I would change in C&C3:

1. Stuff builds too fast compared to previous C&C games including generals (they could add options for "fast build" like it is now and then various options to slow down the speed that stuff builds at)
2. Bring back the C&C style mouse clicking (which they are going to do)
3. Fix bugs (whatever may exist)
4. The engine uses up a lot more system resources than it needs to. This should be corrected

Also, gameplay changes (these may very well end up in a mod

1. Get rid of unit upgrades.
2. Get rid of the special powers that appear down the side, keep the superweapons though.
3. Get rid of the crane & deployable outpost thing.
4. Make tiberium more like what it was in Tiberian Sun.
5. Bring back walls

Keep everything else including the new graphics, engine changes etc etc.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Canadacdn](#) on Fri, 02 Mar 2007 01:22:59 GMT

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I like the crane.

They really need to bring back tiberium trees and those giant crystals, though. I hope blue tiberium makes an appearance, too.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Fri, 02 Mar 2007 07:52:15 GMT

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Canadacdn wrote on Fri, 02 March 2007 02:22I like the crane.

They really need to bring back tiberium trees and those giant crystals, though. I hope blue tiberium makes an appearance, too.

Blue tiberium is in, this has been confirmed.

The crane is very useful. And the game is ment to be much faster than any previous C&C-game,

it's part of the rts as a sport concept.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [nopol10](#) on Fri, 02 Mar 2007 10:28:23 GMT

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My game gets this demogame.dat error after playing for some time...

Have anyone ever tried the scrin? you lose immediately after the match starts lol.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Creed3020](#) on Fri, 02 Mar 2007 13:36:15 GMT

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I really don't enjoy the fact it must be played at lightspeed. I know that once the full version is out we change the speed in the Rules tab for a Skirmish.

I found the outpost to be one of the best new additions. It allows me to setup areas of defense units and structures quickly at key chokepoints. That was something I really liked doing in TS and it is now made possible without having to move your MCV into the battle.

The mouse settings drive me crazy...nuff said

The new purchased "super weapons" if we can them that on the left are kinda wierd and make we think of them like the God Powers in Age of Mythology.

My number problem with the game is due to the fact I have dual monitors, this sadly is the first 3d environment game that somehow hasn't locked off the ability to drag your mouse off to the other screen. This is very wierd and I can't see a reaosn behind it other than the fact EA forgot people use more than one monitor sometimes. Everytime I want to look left I must do so with the mouse right click rather than just moving the mouse in that direction.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Fri, 02 Mar 2007 13:49:41 GMT

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Quote:My number problem with the game is due to the fact I have dual monitors, this sadly is the first 3d environment game that somehow hasn't locked off the ability to drag your mouse off to the other screen. This is very wierd and I can't see a reaosn behind it other than the fact EA forgot people use more than one monitor sometimes. Everytime I want to look left I must do so with the mouse right click rather than just moving the mouse in that direction.

I run dual monitors as well and I like having the ability to click off screen. Most of the time I have Msn chat windows open on my second monitor, and I like to be able to click in them and have the

game minimize.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [EvilWhiteDragon](#) on Fri, 02 Mar 2007 13:54:47 GMT

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Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.

you said yourself that you never really played rts games...

Maybe we would have been better off if someone who did play a lot of TD and TS etc. That way EA would have gotten proper comments on it..

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Fri, 02 Mar 2007 14:45:45 GMT

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EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.

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Maybe we would have been better off if someone who did play a lot of TD and TS etc. That way EA would have gotten proper comments on it..

Instead, all people do is bitch at EA and act like idiots. I don't understand how they think they will get EA to do something or their opinions will be heard if they act like jack ass's all the time.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [luv2pb](#) on Fri, 02 Mar 2007 15:17:22 GMT

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I don't see why everyone compares it to Generals. To me it seems like Firestorm with fancy pictures.

I like the cranes and really could care less about the walls myself. Fast build times is good. Keeps the game moving.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Fri, 02 Mar 2007 15:20:08 GMT

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nopol10 wrote on Fri, 02 March 2007 05:28My game gets this demogame.dat error after playing for some time...

Have anyone ever tried the scrin? you lose immediately after the match starts lol.
For some reason this happens to me as well when I try to run on the lowest settings, maybe putting everything up one notch will help if you run it at low settings(that's what I did).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Spoony](#) on Fri, 02 Mar 2007 15:25:00 GMT

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Dave Anderson wrote on Fri, 02 March 2007 08:45EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.
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Instead, all people do is bitch at EA and act like idiots. I don't understand how they think they will get EA to do something or their opinions will be heard if they act like jack ass's all the time.
I was starting to think I was the only one here who realised that.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [DarkKnight](#) on Fri, 02 Mar 2007 16:13:10 GMT

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MaidenTy1 wrote on Fri, 02 March 2007 09:25Dave Anderson wrote on Fri, 02 March 2007 08:45EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.
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I was starting to think I was the only one here who realised that.

I wasn't pointing the finger at anyone. Their were enough people there who I'm sure have played this style of game. Still though the positive side to all those regardless if you like the game or not is the C&C Universe goes on. Someday maybe a new Renegade. Would be nice to see Ren in this universe made with the new graphics out there.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Jecht](#) on Fri, 02 Mar 2007 16:26:50 GMT

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Darkknight wrote on Fri, 02 March 2007 08:13MaidenTy1 wrote on Fri, 02 March 2007 09:25Dave Anderson wrote on Fri, 02 March 2007 08:45EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.

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Renegade set in the Tiberian/um Wars setting with graphics superior to BF2. The sound of that is secksi. But would it be well supported(By Electronic Arts I mean.)?

Anyways, I too would like to see walls(and gates for that matter) included in some sort of a patch or an expansion pack. Also, perhaps a collapsible control for displaying superpowers and such so they aren't in our way all the time.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Fri, 02 Mar 2007 17:58:49 GMT

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Quote:And the game is ment to be much faster than any previous C&C-game, it's part of the rts as a sport concept.

...a concept that is slowly but surely strangling the life out of the RTS genre. The voices for fast-paced, highly competitive, offensive-minded gameplay tend to be the loudest in a community; those who prefer longer games, tougher defenses, well-balanced attacks, wars of attrition, and so forth tend to get ignored. People seem to be forgetting that one of the major selling points of RTS back in the day was the sheer number of different ways you could play and still pull off a win. These days, if you aren't constantly on the offensive from the word go, the game's over in a few minutes- the game design all but forces it.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Carrierll](#) on Fri, 02 Mar 2007 18:03:24 GMT

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Dave Anderson wrote on Fri, 02 March 2007 07:49Quote:My number problem with the game is

due to the fact I have dual monitors, this sadly is the first 3d environment game that somehow hasn't locked off the ability to drag your mouse off to the other screen. This is very weird and I can't see a reason behind it other than the fact EA forgot people use more than one monitor sometimes. Everytime I want to look left I must do so with the mouse right click rather than just moving the mouse in that direction.

I run dual monitors as well and I like having the ability to click off screen. Most of the time I have Msn chat windows open on my second monitor, and I like to be able to click in them and have the game minimize.

Generals has this bug, the other games do not.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [PlastoJoe](#) on Fri, 02 Mar 2007 18:49:41 GMT

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Nukelt15 wrote on Fri, 02 March 2007 11:58Quote:And the game is meant to be much faster than any previous C&C-game, it's part of the rts as a sport concept.

...a concept that is slowly but surely strangling the life out of the RTS genre. The voices for fast-paced, highly competitive, offensive-minded gameplay tend to be the loudest in a community; those who prefer longer games, tougher defenses, well-balanced attacks, wars of attrition, and so forth tend to get ignored. People seem to be forgetting that one of the major selling points of RTS back in the day was the sheer number of different ways you could play and still pull off a win. These days, if you aren't constantly on the offensive from the word go, the game's over in a few minutes- the game design all but forces it.

Not to mention it puts you at the mercy of how fast you can move your mouse and click, which really has little to do with strategy at all.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Fri, 02 Mar 2007 19:15:42 GMT

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EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal. you said yourself that you never really played rts games...

Maybe we would have been better off if someone who did play a lot of TD and TS etc. That way EA would have gotten proper comments on it..

Well you can say whatever you want as to whether or not I was qualified to attend the summit, but there were about 30 people there, many of them very experienced RTS players, and no one brought up walls as a big deal to my recollection. I'm pretty sure it was mentioned, and EA explained why they weren't in, and that was the end of it.

We have tried to convey the different experience and perspective of the game that we got from talking to several of the developers and seeing where they all work and talk about what they have done. When you see the number of people who contributed to this, the research and attention to detail they used, and see how all the small pieces come together, you're less likely to act like an idiot and go "Huuurrrr no walls this game fucking SUCKS omg ea wtf srsly!"

Instead, how about NOT insulting people and go post on the C&C3 forums your opinion in a polite and mature way and perhaps they will listen and add walls in as part of a patch?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Viking](#) on Fri, 02 Mar 2007 20:36:56 GMT

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This game is just another rush fest. No other good strategy is possible but to rush in with 10 tanks and win.

LETS MAKE OUR OWN RTS GAME!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Zion](#) on Fri, 02 Mar 2007 22:39:13 GMT

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Viking wrote on Fri, 02 March 2007 20:36This game is just another rush fest. No other good strategy is possible but to rush in with 10 tanks and win.

That's why i love, and still play Warzone 2100 after 8 years. Because you can sit back and let the research roll in, then own everyone with Gauss Cannons.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ghostshaw](#) on Fri, 02 Mar 2007 22:45:00 GMT

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You just need to build virtual walls using base defenses. And seriously those suicide bombers can do jack shit against a watch tower, or a turret array...

-Ghost-

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Sat, 03 Mar 2007 03:44:59 GMT

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Why would you want to play a game that has the EXACT same strategies as the older games? Why is so bad for a game to evolve and keep up with the times? If we just want a copy of Red Alert with better graphics on a better engine, then make a mod!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Sat, 03 Mar 2007 04:01:42 GMT

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Personally, I think Command & Conquer 3 is well suited for a C&C game, and it deserves a lot of recognition, and so does EA. They did, and still are, doing an outstanding job.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Sat, 03 Mar 2007 04:25:01 GMT

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Quote:Why would you want to play a game that has the EXACT same strategies as the older games? Why is so bad for a game to evolve and keep up with the times? If we just want a copy of Red Alert with better graphics on a better engine, then make a mod!

I can't speak for everyone who takes issue with the new game, but for my part it isn't so much that I want a game with the same strategies as the one before as it is that I want a game with more than one strategy. Rushing is going to be the dominant strategy in C&C3, more so than it ever was before, and it is going to be an uncommon round that even reaches the 30 minute mark. No new strategies are added for all the ones that are taken away; arguing that wanting them back is wanting the same old game is like taking away three of your car's wheels then, when you buy a new car and want four wheels, being asked if you want four so that it can be just like the one you had before with a shiny new paint job. I could see making that argument if C&C3 already had in it the potential to succeed using even most of the strategies that were possible before, but it just doesn't.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryu](#) on Sat, 03 Mar 2007 04:52:07 GMT

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Hot dogs, Anyone?

File Attachments

1) [cookin.jpg](#), downloaded 947 times



Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [CarrierII](#) on Sat, 03 Mar 2007 06:33:04 GMT

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lol Alex, well, I just finshed downloading it (go me!) and will edit this post with my thoughts.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Sat, 03 Mar 2007 06:40:10 GMT

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Too bad the edit button will expire for your post before then, lol.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [CarrierII](#) on Sat, 03 Mar 2007 07:09:30 GMT

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It did indeed expire, lol

Now, I'd say EA have got this right so far, with two problems:

1: A little too fast, slow down the game.

2: Walls!!!!

Other than that, it looks amazing, it feels like C and C, I am happy to say I will be buying this game, and wasting hours playing LAN games with my elder brother.

P.s: did anyone here find the side tab -too- graphical? For something that is more a tool than a decoration it's very decorated.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Sat, 03 Mar 2007 07:16:51 GMT

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Nukelt15 wrote on Fri, 02 March 2007 21:25I can't speak for everyone who takes issue with the new game, but for my part it isn't so much that I want a game with the same strategies as the one before as it is that I want a game with more than one strategy. Rushing is going to be the dominant strategy in C&C3, more so than it ever was before, and it is going to be an uncommon round that even reaches the 30 minute mark. No new strategies are added for all the ones that are taken away; arguing that wanting them back is wanting the same old game is like taking away three of your car's wheels then, when you buy a new car and want four wheels, being asked if you want four so that it can be just like the one you had before with a shiny new paint job. I could see making that argument if C&C3 already had in it the potential to succeed using even most of the strategies that were possible before, but it just doesn't.

I know how you could get that opinion just based on the demo, but there's more to it. First of all, you can challenge AI that plays "turtle" style. Second of all, there's a "rules" tab that's not active in the demo, but I believe it has settings in there that prevent attacking for a certain length of time. In the XBOX version, there's a mode where there's a big wall between the bases to physically stop you. Don't base the whole game on a feature-limited demo.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryu](#) on Sat, 03 Mar 2007 07:25:40 GMT

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CarrierII wrote on Sat, 03 March 2007 01:09

1: A little too fast, slow down the game.

Set there Handicap to -95% if it's too fast.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Sat, 03 Mar 2007 07:31:11 GMT

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Yeah, so when I first downloaded the demo, the second skirmish game I played, I decided to set it to -95% on myself to see what happened... I'll tell you what, it is not fun watching the AI destroy every building in one hit each.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryu](#) on Sat, 03 Mar 2007 09:06:07 GMT

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Not his handicap, The AI's.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Viking](#) on Sat, 03 Mar 2007 09:11:41 GMT

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The super weapons are to super.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Sat, 03 Mar 2007 09:30:37 GMT

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Viking wrote on Sat, 03 March 2007 02:11The super weapons are to super.
Especially the Ion Cannon BEAM.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [DarkKnight](#) on Sat, 03 Mar 2007 12:44:51 GMT

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In the past you could turn the superweapon feature on and off. Will that be the same in the full version?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [CarrierII](#) on Sat, 03 Mar 2007 13:19:06 GMT

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Having played some more, I think that it's the music that made people think of Starcraft, not the gameplay.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Spoony](#) on Sat, 03 Mar 2007 13:24:57 GMT

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EvilWhiteDragon wrote on Fri, 02 March 2007 07:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.
you said yourself that you never really played rts games...

Maybe we would have been better off if someone who did play a lot of TD and TS etc. That way EA would have gotten proper comments on it..

People from sites like GameReplays.org were there for the RTS knowhow, but because it's the newest C&C game they also got someone to represent the earlier C&C games too.

Expecting a Renegade community leader to be an RTS expert would be like expecting a RTS community leader to be an expert at, say, Halo 2.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [CarrierII](#) on Sat, 03 Mar 2007 15:42:15 GMT

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I have to agree about superweapon overpowering. one Ion cannon destroyed far too much of my base. *must get better!*

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Sat, 03 Mar 2007 16:49:14 GMT

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I'm gonna have to eat my words about the AI. I said that game developers always say that it's going to be much better than previous games, but we always get the same old stupid AI. Well it looks like they actually delivered this time.

The skirmish AI is friggin' hard. It really does react to what you build and uses the appropriate counter. You have to build a mixed force or you get punished quickly. I had one game where I built lots of tanks and grenadiers, then got attacked by masses of aircraft, because I forgot to build any anti-air. Usually I was building lots APCs for my anti-infantry, so the AI wasn't building aircraft because I had a huge counter already in place... but I only realised this when I used something else as my anti-infantry, that wasn't also an aircraft counter. I find "normal" skirmish AI as hard to beat as the "harder" setting on most RTS games. I think "normal" is just clever, but "hard" is clever *and* cheating... although someone will have to delve into the game files to find out for sure. I think it's the first time that "normal" and "hard" actually mean just that.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [ScythaR](#) on Sat, 03 Mar 2007 18:15:53 GMT

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Crimson wrote on Sat, 03 March 2007 02:16

I know how you could get that opinion just based on the demo, but there's more to it. First of all, you can challenge AI that plays "turtle" style. Second of all, there's a "rules" tab that's not active in the demo, but I believe it has settings in there that prevent attacking for a certain length of time. In the XBOX version, there's a mode where there's a big wall between the bases to physically stop you. Don't base the whole game on a feature-limited demo.

You can actually choose the different AI types in the demo too, in the same way you can play as NOD, but I haven't have had the time to check if it actually changes the behavior at this point.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Sat, 03 Mar 2007 19:06:40 GMT

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Nukelt15 wrote on Fri, 02 March 2007 22:25Quote:Why would you want to play a game that has the EXACT same strategies as the older games? Why is so bad for a game to evolve and keep up with the times? If we just want a copy of Red Alert with better graphics on a better engine, then make a mod!

I can't speak for everyone who takes issue with the new game, but for my part it isn't so much that I want a game with the same strategies as the one before as it is that I want a game with more than one strategy. Rushing is going to be the dominant strategy in C&C3, more so than it ever was before, and it is going to be an uncommon round that even reaches the 30 minute mark. At the top level of play in Renegade, only one strategy will get the job done on most maps.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 03 Mar 2007 19:18:10 GMT

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Not really. There are tonnes of strategies and counter strategies. I agree that some are better than others, and some will work 90% of the time, but nonetheless I've done some of the craziest stuff in Renegade with my clan.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [OWA](#) on Sat, 03 Mar 2007 20:16:38 GMT

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Much <3 for the Arty.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Sat, 03 Mar 2007 20:21:02 GMT

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I don't believe the superweapons in C&C 3 are overpowered at all. Its very easy to destroy the AI's superweapon before they can use it, even in Brutal difficulty. If they were not that powerful in the first place, they wouldn't be called superweapons anyway.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Canadacdn](#) on Sat, 03 Mar 2007 20:25:23 GMT

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There needs to be advanced power plants. Everything seems to guzzle power, especially on Nod.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Sat, 03 Mar 2007 21:05:10 GMT

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NEFobbyGEN wrote on Sat, 03 March 2007 13:18Not really. There are tonnes of strategies and counter strategies. I agree that some are better than others, and some will work 90% of the time, but nonetheless I've done some of the craziest stuff in Renegade with my clan.

Spoony wroteAt the top level of play in Renegade, only one strategy will get the job done on most maps.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Nukelt15](#) on Sat, 03 Mar 2007 21:56:51 GMT

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Renegade is also not an RTS... it's a combined-arms first/third person shooter. With all due respect to Ren, it doesn't compare to C&C3 or any of the rest of the series; it is a completely different animal.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Sat, 03 Mar 2007 23:08:38 GMT

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Scytha wrote on Sat, 03 March 2007 11:15 You can actually choose the different AI types in the demo too, in the same way you can play as NOD, but I haven't have had the time to check if it actually changes the behavior at this point.

Oh, it does. I have not been able to beat the Medium Balanced AI, but I was able to beat the Medium Turtle. Their strategies were quite different. The Medium Turtle never sent troops after my base until I started attacking him and he had a decent force built up. The "Balanced" AI sends out those suicide forces rather quickly.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Sat, 03 Mar 2007 23:17:17 GMT

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I finally beat it on Hard Balanced, but the Brutal AI made me cry.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [CarrierII](#) on Sat, 03 Mar 2007 23:41:02 GMT

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I can't get past "Easy" yet, I haven't played RTS (or any PC game really) for some time.

I did ok Vs Medium, but they lon'd me...

(I'm only saying this now becuase it doesn't make look useless rofl)

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ghostshaw](#) on Sun, 04 Mar 2007 01:14:14 GMT

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A simple shockwave artillery and poof gione is their nuke/ion. I most like the steamroller AI as an opponent, because it seems to be the hardest.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Sun, 04 Mar 2007 01:53:27 GMT

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I just managed to beat hard balanced a few times in a row, for the first time. I'm exhausted, it was so bloody stressful.

The only way I can beat it is by mindless spamming out a couple of unit types that go together, not really looking at the action so much as constantly checking I'm not running out of Buggies, or whatever. And the hard AI has so much money, it easily recovers from losing the Con Yard and production structures... it's evil. The skirmish map doesn't help with the way it garrisons practically every building on the map with rocket soldiers. You have to baby your reinforcements or they get blown up by rockets on the way.

Oh to be a computer and have no problem doing ten things at once.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Sun, 04 Mar 2007 09:30:50 GMT

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m1a1_abrams wrote on Sun, 04 March 2007 02:53I just managed to beat hard balanced a few times in a row, for the first time. I'm exhausted, it was so bloody stressful.

The only way I can beat it is by mindless spamming out a couple of unit types that go together, not really looking at the action so much as constantly checking I'm not running out of Buggies, or whatever. And the hard AI has so much money, it easily recovers from losing the Con Yard and production structures... it's evil. The skirmish map doesn't help with the way it garrisons practically every building on the map with rocket soldiers. You have to baby your reinforcements or they get blown up by rockets on the way.

Oh to be a computer and have no problem doing ten things at once.

I play as Nod and the hard AI balanced or steamroller is now a taken cap for me, over to brutal. I find the best way to beat hard is to quickly expand to one tib field and spam base defences while you're quickly going up the tech tree. Once you get obelisks, most of your problems are solved . Then it's a matter of getting a nice attack force and nuke.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [ScythaR](#) on Sun, 04 Mar 2007 11:25:36 GMT

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Hard balanced isn't that hard once you learn how to beat it. Here's how I do it:

Build up a base expansion to one of the tiberium fields immediately, and get a refinery and base defences there. Get 5-10 tanks and couple APCs in the bridge so you can get them to both bases quickly. Build up your tech so you have high-level units available (mammoths or avatars). Once you pump out some 4 of those, go and get the the other tib field too. At that point the game becomes quite easy, it's the beginning where it's easy to lose, right when you're setting your base in the first expansion tib field.

Oh, and is it just me or are the Nod laser turrets kind of useless? Maybe I'm wrong, but it looks as if the shredders are almost as efficient when dealing with tanks, let alone troops.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryu](#) on Sun, 04 Mar 2007 11:32:08 GMT

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Yeah, The Nod Lazer Turrets do suck, Quite badly.

19 Stanks + 4 Avatars mechs FTW!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Sun, 04 Mar 2007 12:28:51 GMT

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I find the lazer turrets quite useful but maybe too expensive.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [CarrierII](#) on Sun, 04 Mar 2007 12:53:23 GMT

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Their power consumtion isn't nice either.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Sun, 04 Mar 2007 14:57:37 GMT

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Base defenses huh... I didn't actually think of that. Feel free to laugh at me now. I've been conditioned from previous RTS games to think that stationary defenses are a waste of money and to only build units. The only thing I've built is air defenses. Gonna try out your suggestions Goz, Scyth.

Also, I've been deliberately not expanding too early, because I figured a human player would punish that, although I noticed that the AI lets you do it everytime. I try not to take advantage of any obvious patterns in the AI, but it's probably not the smartest thing to do, considering the AI has advantages of it's own, like being able to "click" 10x faster.

So do you guys think the base defenses will be worth building against human opponents? It's probably kinda hard to tell vs the AI.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Sun, 04 Mar 2007 15:18:29 GMT

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m1a1_abrams wrote on Sun, 04 March 2007 15:57Base defenses huh... I didn't actually think of that. Feel free to laugh at me now. I've been conditioned from previous RTS games to think that stationary defenses are a waste of money and to only build units. The only thing I've built is air defenses. Gonna try out your suggestions Goz, Scyth.

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So do you guys think the base defenses will be worth building against human opponents? It's probably kinda hard to tell vs the AI.

You'll have different kind of human players: rushers, turtlers, ... Base defenses can be worthy in some cases, I guess, especially because it seems buildings aren't super strong (as in it doesn't take all that long to kill them).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Sun, 04 Mar 2007 16:16:21 GMT

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Yeah, the early anti-infantry turrets should be useful as always, just for insurance against Engineer rushes, or someone who builds a couple of barracks and sets a rally point in your base. The advanced defenses are usually only good for the single player though, unless you're doing one of those cheesy tower creeps, like in RA2. Perhaps the Crane will make them more useful though, since you'll be able to build two at once. It used to be that you put one Obelisk down, and it dies to massed tanks before you get chance to put down the second. Still, you'd need loads of resources to be putting multiple Obelisks down at once, plus they'd need to be in the same place to maximise effectiveness, so couldn't defend your base and a contested Tib field at the same time. You'd need the right kind of map, like with a single choke point and resources in the middle.

I have my doubts about those early anti-vehicles turrets too, because if the enemy has vehicles, you probably should have them too... in which case you might as well build something that can

move somewhere else after defending your base.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Sun, 04 Mar 2007 16:28:43 GMT

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m1a1_abrams wrote on Sun, 04 March 2007 17:16Yeah, the early anti-infantry turrets should be useful as always, just for insurance against Engineer rushes, or someone who builds a couple of barracks and sets a rally point in your base. The advanced defenses are usually only good for the single player though, unless you're doing one of those cheesy tower creeps, like in RA2. Perhaps the Crane will make them more useful though, since you'll be able to build two at once. It used to be that you put one Obelisk down, and it dies to massed tanks before you get chance to put down the second. Still, you'd need loads of resources to be putting multiple Obelisks down at once, plus they'd need to be in the same place to maximise effectiveness, so couldn't defend your base and a contested Tib field at the same time. You'd need the right kind of map, like with a single choke point and resources in the middle.

I have my doubts about those early anti-vehicles turrets too, because if the enemy has vehicles, you probably should have them too... in which case you might as well build something that can move somewhere else after defending your base.

With as only difference that a brutal AI cheats, so u're not supposed to have what he has, really.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Mon, 05 Mar 2007 03:41:52 GMT

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The Rusher AI is funny... I got a Crane up and built several power plants rather early. I expanded to one tib field and set up massive anti-infantry defenses and they just sat there and shredded his rushers like toilet paper. So while he kept wasting money on that, I was able to increase my tech, build a buttload of Refs and Harvesters, garrison most of the buildings, and got my Ion Cannon online. He was SO done. Of course, he was on easy. I'm sure Medium won't continually send troops after a lost cause and pick another route to rush at.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Mon, 05 Mar 2007 14:01:25 GMT

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Actually, hard rusher AI does just that, so medium almost certainly does. It attacks from multiple sides, but will keep attacking no matter how impenetrable your defense. I've been playing around with the defenses and just built lots of Obelisks, not bothering to expand at all. You need lots of tanks at first, to fight off the first rushes... but once you have 2-3 Obelisks on either side of your base, the AI continues to sends attack groups to die, over and over. It doesn't stop rushing and tech up, so by the time you're ready to come out of your base with Avatars and Stealth Tanks, the AI is still throwing unupgraded Predators at you. It only bothered to take one of the expansion

fields too, even though both were completely unguarded for about 10 minutes.

It seems that the rusher is really easy to beat just by turtling, which is disappointing, although it's much harder to beat by rushing yourself. I can't keep up with the AI in a tank spamming race.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Mason](#) on Tue, 13 Mar 2007 21:08:41 GMT

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Something I've seen mentioned somewhere:

Quote:An interesting note about selling refs: The Ref costs \$2000. After selling it you have \$1000 + \$1000 harvester + \$300 riflemen = \$2300. So you basically get a harvester for the normal price in addition to free riflemen.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ryan3k](#) on Tue, 13 Mar 2007 22:26:00 GMT

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That reminds me of Emperor, where if you bought a Sardaukar Barracks (700 credits) and sold it, you would get two free Sardaukar troopers (worth 600 total) plus 350 credits for the structure. So a net gain of 950.

Even in Tiberian Dawn the developers weren't so foolish and made the sell value of the 2000 credit Refinery somewhere around 350-400 credits.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Tue, 13 Mar 2007 23:52:01 GMT

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The sale value was half of the refinery's value after the harvester's value had been deducted... i.e. 300. Sensible

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 14 Mar 2007 02:31:28 GMT

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Actually in tib dawn the harvester cost around 1500 to build buy it self.

Secondly what happened to the mutants (I am especially concerned about visceroids they have been around since the beginning (but they were only in multiplayer of C&C95 though) its going to be really dumb if they just disappeared).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Wed, 14 Mar 2007 02:34:04 GMT

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Jerad Gray wrote on Tue, 13 March 2007 20:31 Actually in tib dawn the harvester cost around 1500 to build buy it self.

refinery: 2000

harvester: 1400

money received when selling a refinery: half the refinery's cost not including the harvester, therefore $(2000-1400)/2 = 300$

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 14 Mar 2007 02:35:03 GMT

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Then you got soldiers out of it, so I think you might have also gained money in that game to (net value).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Wed, 14 Mar 2007 03:24:02 GMT

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That's a point actually.... lemme sell a few refs

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Wed, 14 Mar 2007 03:27:25 GMT

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I have spent long arduous minutes selling three refineries and can now give a full report:

First two times gave me 3 minigunners

Third time gave me 1 minigunner and two technicians

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 14 Mar 2007 05:53:20 GMT

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So was it a gain in the end or does it even out (or possibly be slightly less).

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Wed, 14 Mar 2007 07:29:05 GMT

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Visceroids are back in some way:

Quote: Oh, did I mention that visceroids are back? Corruptors can actually turn infantry into visceroids, yours to control. Visceroids aren't exactly the tiny blobules from Tiberian Dawn and Tiberian Sun. They actually have legs now, three to be exact, and are still as ugly and oozing as before.

<http://www.forumplanet.com/planetcnc/topic.asp?fid=19062&tid=2031428>

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Wed, 14 Mar 2007 11:09:21 GMT

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Anyone here beating the Brutal GDI AI with Nod consistently? And if so, how do you do it? I can beat the Brutal Nod with GDI after watching some clips of how other people did it and it's fairly straightforward. Expand to another field ASAP, then spam turrets and watchtowers until you can get Sonic Emitters. Put a couple at each place the enemy likes to attack, then build up Mammoths with Railguns and go kill everything.

But Brutal GDI just kills me everytime, with about 30 Predators closing in from all sides. The same tactic doesn't seem to work, because Obelisks are nowhere near as good as Sonic Emitters. Also, I'm not even sure what to build in Nod's late game. The Avatars are so expensive and are not Mammoth Tanks, sadly. Upgraded Scorpions are much more cost effective, but the AI has such a resource advantage, it can still spam enough Predators to beat them. The Stealth Tanks seem quite useless to me, vs the AI at least, because they're way to expensive to keep losing fighting vehicles and aircraft, but the AI knows about all your sneak base attacks too What to do?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Wed, 14 Mar 2007 15:44:03 GMT

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Nod AI seems to like Flame tanks... have you tried them?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Wed, 14 Mar 2007 16:27:51 GMT

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Nope, I haven't built them much at all. The problem I'm facing is the AI building massed Predator tanks, with some Rocket Soldiers mixed in. Flame Tanks might counter the Rocket Soldiers, but they'd have to get close enough to shot by the Predators. I've been using Buggies to kill the infantry, and trying to keep them behind my tanks. Also, Buggies give you an already made aircraft counter. If you build enough of them, the AI doesn't seem to bother building many aircraft at all.

Flame Tanks seem good against buildings though, so I'm sure there's a use somewhere (besides the obvious clearing out of garrisoned structures). Will play around with them and see what happens. The brutal GDI will probably kick my ass like always, but that's part of the fun.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Crimson](#) on Wed, 14 Mar 2007 17:16:22 GMT
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I would suggest playing as GDI against the Brutal AI and making a shitload of Predator tanks... see what they come up with as a counter.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Jerad2142](#) on Wed, 14 Mar 2007 17:46:12 GMT
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Quote: Oh, did I mention that visceroids are back? Corruptors can actually turn infantry into visceroids, yours to control. Visceroids aren't exactly the tiny blobules from Tiberian Dawn and Tiberian Sun. They actually have legs now, three to be exact, and are still as ugly and oozing as before.

Legs and you control them, that kind of ruins the point of them and a big strategy I had developed with them (send lots of infantry into a tib field by an enemy base and run them around until they are killed for tib exposer then they combined and attack the base, and the base defenses will not fire back until the visceroids attack them because the visceroids are on a special team).

Quote: "We've been noticing this more and more in the forums. The issue seems to be, that we've noticed, two things. One is the CPU overheating. The other is a driver issue with Vista. There are three people on the team who have noticed this issue, and we told them to open their case and clean out the fans, and that fixed the problem."

They expect us to fix a problem their game causes.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)
Posted by [Crimson](#) on Wed, 14 Mar 2007 18:07:24 GMT
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Jerad Gray wrote on Wed, 14 March 2007 10:46Quote: "We've been noticing this more and more in the forums. The issue seems to be, that we've noticed, two things. One is the CPU overheating. The other is a driver issue with Vista. There are three people on the team who have noticed this issue, and we told them to open their case and clean out the fans, and that fixed the problem."

They expect us to fix a problem their game causes.

Um, if your fan is dirty and not spinning fast enough, and the high CPU usage of the game makes it overheat, then that's not their problem. You expect them to come and clean your fan for you or write software that does it???

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jimbo27](#) on Wed, 14 Mar 2007 19:29:35 GMT

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GDI v Hard Nod,

won in 8 minutes

best strategy is to expand asap down to one of the other tib fields ,build a tech center as soon as possible and build about 3 or 4 barracks and just spam the shit out of zone troopers and have them rally to the enemy base. zone troopers ftw.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Wed, 14 Mar 2007 20:36:09 GMT

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Oh yeah... zone troopers are bad ass. For some reason, I never build more than one WF and Barracks, and yet I usually have 1 or 2 cranes. I should try setting a rally point in their base and use one barracks to just spam zone troopers on Aggressive until I win.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ferhago](#) on Wed, 14 Mar 2007 22:36:51 GMT

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So where are these boards im supposed to register at so reserve my online nick?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Thu, 15 Mar 2007 02:31:30 GMT

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<http://www.commandandconquer.com> I believe.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jecht](#) on Thu, 15 Mar 2007 11:44:52 GMT

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Crimson wrote on Wed, 14 March 2007 14:36Oh yeah... zone troopers are bad ass. For some reason, I never build more than one WF and Barracks, and yet I usually have 1 or 2 cranes. I should try setting a rally point in their base and use one barracks to just spam zone troopers on Aggressive until I win.

I always build a crane right from the get go, I usually end up with one barracks and two war factories. It allows me to pump out my juggernauts faster

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Creed3020](#) on Thu, 15 Mar 2007 12:54:23 GMT

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Jimbo27 wrote on Wed, 14 March 2007 14:29GDI v Hard Nod,

won in 8 minutes

best strategy is to expand asap down to one of the other tib fields ,build a tech center as soon as possible and build about 3 or 4 barracks and just spam the shit out of zone troopers and have them rally to the enemy base. zone troopers ftw.

They are definatly the best infantry in the game. The one big difference that this game has is that you can't take one elite infantry unit and go and own an enemy base. Like Tanya, or Chronoshifters in RA2.

But those Zone Troopers are bad arse, I love using the jetpacks with them. You can use those packs for awesome surprise attacks.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Thu, 15 Mar 2007 13:21:56 GMT

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Creed3020 wrote on Thu, 15 March 2007 06:54They are definatly the best infantry in the game. The one big difference that this game has is that you can't take one elite infantry unit and go and own an enemy base. Like Tanya, or Chronoshifters in RA2.

Chrono Legionnaires wouldn't own a base unless your opponent was an idiot... any units could beat them, all you needed was to outnumber them.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Apache](#) on Thu, 15 Mar 2007 16:55:31 GMT

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Ha, just stomped a hard turtler with nothing but 6 teams of 6 juggernauts, and a couple snipers I dropped in at the back of their base behind their defenses, LOL

Those long range artillery are awesome

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Thu, 15 Mar 2007 16:58:34 GMT

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Now try that against a Brutal enemy using the Steamroller strategy.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Thu, 15 Mar 2007 20:24:50 GMT

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I am still having trouble beating hard (I'm not a hugely skilled in RTS so meh)... I tried an interesting tactic of packing up my construction yard and moving to a corner tib field so I only had two sides to defend instead of 3... I actually survived quite a while with it but I was running out of building room and tiberium, and my stupid harvesters kept trying to leave the base and getting pwned. The funny thing is that the AI assumed I was using the default field and never expanded to it.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Thu, 15 Mar 2007 21:00:29 GMT

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I tried that too.. I got owned everytime. Then I played again and just expanded and didn't move my con yard.. And I pretty much owned hard. It seems like they like to send more troops to the expansion field than to your main base so I just built up my defenses there and got the microwave(I don't remember what they're called) turrets asap.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Thu, 15 Mar 2007 21:30:27 GMT

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Well Brutal GDI is still owning me, unless I play mirror GDI. Nothing seems to work. Without the Sonic Emitters to hold back their attacks, I can never mass enough units to launch my own attacks. Have to send units to defend, because the Obelisks are too easily overwhelmed.

I think they made a big mistake in removing walls, because you could build your Nod defenses behind them. GDI wouldn't be able to do the same, because their cannon/sonic turrets couldn't fire over their own walls... so it would justify them being stronger than Nod. Also, if you were charging your Obelisks with the Beam Cannon, walls would stop that expensive unit being wasted immediately by focus fire (it has to be pretty close to charge). Not to mention that the Shredder/Laser Turrets seem to be designed completely with walls in mind. These "professional

gamers" they hired must be very narrow minded if they can't spot building the Nod defenses behind walls as being a good tactic. If they weren't using them in the games they played, then maybe they just weren't inventive enough... or maybe the walls were priced too high to be competitive. Removing them was not the answer.

Edit: Also, I doubt that static defenses are going to be a staple of the most competitive games anyway, walls or not... so I guess they should have lobbied for the removal of all defenses too.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Thu, 15 Mar 2007 21:41:23 GMT

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If you play the single-player mission, Nod uses walls and hides the hub for their base defenses behind the walls. It's kinda fun to bring in a bunch of mammals and set them on aggressive stance and watch them lay waste to the walls.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [m1a1_abrams](#) on Thu, 15 Mar 2007 21:56:39 GMT

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Yeah I know, that's what I mean. They designed it so you could do that, then they listened to the "pro gamers". The Shredders and Lasers are now just a gimmick in multiplayer, because you can just shoot the hub straight away.

The ability to place them anywhere within a circle around the hub isn't so hot, because you need them in overlapping fire arcs to get the best out of them (i.e. pretty much in the same place). Building the hub behind walls would have been the real advantage of those things. It's cool that it's still in single player, but we could have been doing that online and in skirmish too. It would have helped particularly against the hard/brutal AI settings. All we can hope is that enough people make a fuss about it, so they patch it back into multiplayer.

And it really gimped the Obelisk, if you're going to use it at all. It has this big advantage that it can fire *over* walls, unlike the Sonic Emitter, except it doesn't have any walls to fire over. And it doesn't damage multiple targets at once. So I'm not really sure what advantages the MP Obelisk has at all.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jimbo27](#) on Thu, 15 Mar 2007 22:50:52 GMT

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Crimson wrote on Thu, 15 March 2007 15:24I am still having trouble beating hard (I'm not a hugely skilled in RTS so meh)... I tried an interesting tactic of packing up my construction yard and moving to a corner tib field so I only had two sides to defend instead of 3... I actually survived quite a while with it but I was running out of building room and tiberium, and my stupid harvesters

kept trying to leave the base and getting pwned. The funny thing is that the AI assumed I was using the default field and never expanded to it.

Key is to expand to two tib fields, build lots of rocket men and gun towers while you tech up (tech center til you can get mammals and zone troops) and then just beef 'em.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Fri, 16 Mar 2007 00:02:23 GMT

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I noticed that pieces of tiberium that are alone don't grow, whats up with that.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Fri, 16 Mar 2007 07:34:38 GMT

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Jerad Gray wrote on Fri, 16 March 2007 01:02I noticed that pieces of tiberium that are alone don't grow, whats up with that.

AFAIK Tib only grows in red zones.

Obelisk seems underpowered compared to sonic emitor, allthough u can power it up with beam cannons. Worst thing is that it doesn't kill a predator, it leaves it with a couple HP of health, so it needs to fire twice to kill one tank (unless powered up). That makes it useless.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Chronojam](#) on Fri, 16 Mar 2007 17:04:51 GMT

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Jerad Gray wrote on Thu, 15 March 2007 19:02I noticed that pieces of tiberium that are alone don't grow, whats up with that.

C&C tradition dictates that tiberium that is isolated will grow slower than tiberium that is in a patch, hence the optimal harvesting strategy is to collect in a checkerboard pattern. A lone chunk often has trouble spreading far, but the bigger a field is, the quicker it replenishes. Sometimes I wonder if EA is forgetting C&C or if the fans are XD

Goztow, try mixing together different kinds of base defense-- put lesser turrets with your Obelisk to handle clean-up and defend against infantry rushes. Forcing an Obelisk to waste shots is a classic C&C maneuver.

Crane, surveyor, Power-refref-barracks, surveyor, crane, ref wf defenses, tanks, techup. Cockwalleting optional, but gives a 50% boost to odds of winning.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [nopol10](#) on Sat, 17 Mar 2007 01:23:34 GMT

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Is it possible to charge up the Obelisk with beam cannons such that it B2B?

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Mon, 19 Mar 2007 05:56:48 GMT

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nopol10 wrote on Fri, 16 March 2007 19:23Is it possible to charge up the Obelisk with beam cannons such that it B2B?

Yes, that is exactly what the beam tanks (or whatever they are called, nod's artillery) can do.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Mon, 19 Mar 2007 05:59:19 GMT

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Nah, the radius of its fire stops getting bigger at a certain point.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Mon, 19 Mar 2007 06:03:58 GMT

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Well I'm sure it will be able to be changed.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Goztow](#) on Mon, 19 Mar 2007 07:59:45 GMT

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It all depends where you set up your base .

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Ferhago](#) on Mon, 19 Mar 2007 23:06:29 GMT

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Crimson wrote on Wed, 14 March 2007 21:31http://www.commandandconquer.com I believe.

Thank you much!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [DutchNeon](#) on Mon, 19 Mar 2007 23:36:53 GMT

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Jerad Gray wrote on Thu, 15 March 2007 18:02 I noticed that pieces of tiberium that are alone don't grow, whats up with that.

A Vid about C&C 3 on E3 (Last year) some months after C&C 3 info was published , findable on youtube or IGN etc, shows the old ob Concept, it could Kill any GDI tank besides the mammy in 1 shot (shown in the vid) without the help of any beam cannon's. they pretty much changed it...

/ -= Neon =- \

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Mon, 19 Mar 2007 23:51:43 GMT

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Dutch Neon wrote on Mon, 19 March 2007 17:36 Jerad Gray wrote on Thu, 15 March 2007 18:02 I noticed that pieces of tiberium that are alone don't grow, whats up with that.

A Vid about C&C 3 on E3 (Last year) some months after C&C 3 info was published , findable on youtube or IGN etc, shows the old ob Concept, it could Kill any GDI tank besides the mammy in 1 shot (shown in the vid) without the help of any beam cannon's. they pretty much changed it...

/ -= Neon =- \

I think you quoted the wrong person, but yes they changed everything.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Spoony](#) on Tue, 20 Mar 2007 01:23:52 GMT

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No complaints here tbh... OP defenses: crap game.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Oblivion165](#) on Tue, 20 Mar 2007 03:41:01 GMT

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Ive played the Demo about 1000 times now and I have to say that I can see why some of the things were changed in generals.

First Lack of money for AI.

Like most of you I'm sure that you take the two tiberium spots on the map asap. This is of course the most realistic course of action and it soon dwindles to a victory. Well in generals you didn't

have to have ore after awhile and I see why this is good now. If you take the tiberium there is no way in hell for the AI to get enough money take the spot away from you. You control the field and will undoubtedly have a refinery there, well they have no money so while your sitting back making more and more defenses they have no course of action that can turn the tables. Sure they have super weapons but I've never seen them use it. (The highest i can play is a hard enemy set to turtle.) Even still you would likely be able to build back everything before a single tank gets there. Point being that without a way to make income other than the tiberium the game is already over and so far in my experience they just sit there and do nothing waiting for death.

This is what the situation looks like when you control both the tiberium sites:

<http://www.oblivioninteractive.com/images/Joshua2.jpg>

(Note the red dot in the top corner)

Second Silos and Power.

This isn't EA's doing but enough is enough. This was a problem even back in the original C&C days. How many power plants does one city usually have? One? If even that? (Sharing) I have acres of power plants and silo's by the time I'm done. Probably about 20+ upgraded power plants and around 40 silo's. This is just annoying and repetitive for each session.

Third Lack of enemy base.

When I storm through the map there is scattered things everywhere. Nod will build refineries every 3 feet and it's not even close to their base. Also there are NO base defenses, nothing, nadda. I could send one mammoth to take care of the whole job. They just build out and out but they never use the turrets or any kind of logical structure when laying out their base.

Fourth Placing buildings wherever they hell they feel like.

I'll have the tiberium pit cut off from everything in second of the game starting. I build two outpost trucks immediately after the power plant and send them away to the pits. Build defenses and soon get some APC's up there to detect stealth. It is completely cut off, but then all of the sudden a refinery pops up inside the enclosure. wtf? Maybe they stealth'd something, a quick drive around reveals nothing and they are building even yet more stuff. The base defense's of course ignore this so you have to manually go and kill every thing that was somehow built there and so on.

Well I said my peace and now I am happy.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Tue, 20 Mar 2007 04:51:55 GMT

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Oblivion165 wrote on Mon, 19 March 2007 21:41I've played the Demo about 1000 times now and I have to say that I can see why some of the things were changed in general.

First Lack of money for AI.

Like most of you I'm sure that you take the two tiberium spots on the map asap. This is of course the most realistic course of action and it soon dwindles to a victory. Well in generals you didn't have to have ore after awhile and I see why this is good now. If you take the tiberium there is no way in hell for the AI to get enough money take the spot away from you. You control the field and will undoubtedly have a refinery there, well they have no money so while your sitting back making more and more defenses they have no course of action that can turn the tables. Sure they have super weapons but I've never seen them use it. (The highest i can play is a hard enemy set to turtle.) Even still you would likely be able to build back everything before a single tank gets there. Point being that without a way to make income other than the tiberium the game is already over and so far in my experience they just sit there and do nothing waiting for death.

This is what the situation looks like when you control both the tiberium sites:

<http://www.oblivioninteractive.com/images/Joshua2.jpg>

(Note the red dot in the top corner)

Well the AI was built off Generals AI so it sucks, and in multi player people are going for the same thing (there will also be other maps with different locations of tib fields etc.).

Oblivion165 wrote on Mon, 19 March 2007 21:41

Second Silos and Power.

This isn't EA's doing but enough is enough. This was a problem even back in the original C&C days. How many power plants does one city usually have? One? If even that? (Sharing) I have acres of power plants and silo's by the time I'm done. Probably about 20+ upgraded power plants and around 40 silo's. This is just annoying and repetitive for each session.

Actually multiple power plants is needed, if it was just build one power plant to power a base, people would be 10 and you could never get their power down.

As for silos, it just adds to the build list (which is way to short).

Oblivion165 wrote on Mon, 19 March 2007 21:41

Third Lack of enemy base.

When I storm through the map there is scattered things everywhere. Nod will build refineries every 3 feet and it's not even close to their base. Also there are NO base defenses, nothing, nadda. I could send one mammoth to take care of the whole job. They just build out and out but they never use the turrets or any kind of logical structure when laying out their base.

AI sucks.

Oblivion165 wrote on Mon, 19 March 2007 21:41

Fourth Placing buildings wherever they hell they feel like.

I'll have the tiberium pit cut off from everything in second of the game starting. I build two outpost trucks immediately after the power plant and send them away to the pits. Build defenses and soon get some APC's up there to detect stealth. It is completely cut off, but then all of the sudden a refinery pops up inside the enclosure. wtf? Maybe they stealth'd something, a quick drive around reveals nothing and they are building even yet more stuff. The base defense's of course ignore

this so you have to manually go and kill every thing that was somehow built there and so on.

Well I said my peace and now I am happy.

Outposts should have you build other buildings first.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Tue, 20 Mar 2007 06:39:13 GMT

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I'm pretty sure there's a glitch where if they deploy an outpost, and you kill it, they can still build there.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Tue, 20 Mar 2007 08:48:01 GMT

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If they do manage to get a building up before you take out the outpost, they get a small circle of "ownership" where they can place buildings in close proximity to the remaining structure.

I encountered a weird instance in the demo mission where Nod was down to a Hand and nothing else... they kept deploying and destroying a Ref, maybe to get the minigunners? And they never ran out of money... kept deploying infantry. Of course I was being a little shit and I set up camp right in front of it and put in like 20 watchtowers... hehe.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Tue, 20 Mar 2007 09:33:40 GMT

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I mean, lets say they get an outpost down and a refinery.. I rush in there and take both of them out. Somehow they can still manage to build buildings there.. :\

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Zion](#) on Tue, 20 Mar 2007 11:29:37 GMT

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Well if you think of it this way, EA supposedly made the AI free source so if you know xml you can fix these issues and distribute them as a pack. Maybe if EA catches on about this issue they'll release it as a patch.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [DutchNeon](#) on Tue, 20 Mar 2007 13:24:46 GMT

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i Also noticed that the Enemy AI Tends to Build Buildings in your own Buildings, Especially on the buildings at SP. At the skirmish, i build a lot of PowerPlants so i could build a Obelisk in Enemy Base where he had his obelisk after it got destroyed, Guess what? 10 secs later a enemy Obelisk is build in my obelisk.. so they are in each other shooting at each other, happened the same at SP with the mission with those ships, Capture the HoN (Hand) with a engi, then some secs later the AI HoN is build in ur own HoN.... and if u capture that HoN again, u get more HoN's in each other, i did this quite some time until i had 12 HoN's in each other, 11 in my ownership and 1 of the AI.

/ -= Neon =- \

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Tue, 20 Mar 2007 17:15:28 GMT

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Ralphzehunter wrote on Tue, 20 March 2007 03:33I mean, lets say they get an outpost down and a refinery.. I rush in there and take both of them out. Somehow they can still manage to build buildings there.. :\

They probably have another building hiding somewhere.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Tunaman](#) on Tue, 20 Mar 2007 19:05:41 GMT

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Jerad Gray wrote on Tue, 20 March 2007 12:15Ralphzehunter wrote on Tue, 20 March 2007 03:33I mean, lets say they get an outpost down and a refinery.. I rush in there and take both of them out. Somehow they can still manage to build buildings there.. :\

They probably have another building hiding somewhere.

I kinda built my base there and there was nothing there.. Unless the AI can get some secret invisible building that doesn't need a stealth generator and cannot be found then there weren't any buildings there.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Oblivion165](#) on Wed, 21 Mar 2007 01:52:40 GMT

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Ralphzehunter wrote on Tue, 20 March 2007 15:05Jerad Gray wrote on Tue, 20 March 2007 12:15Ralphzehunter wrote on Tue, 20 March 2007 03:33I mean, lets say they get an outpost down and a refinery.. I rush in there and take both of them out. Somehow they can still manage to build buildings there.. :\

They probably have another building hiding somewhere.

I kinda built my base there and there was nothing there.. Unless the AI can get some secret

invisible building that doesn't need a stealth generator and cannot be found then there weren't any buildings there.

Exactly, i used the orca stealth detector mines and put them everywhere. There are no buildings what-so-ever.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Wed, 21 Mar 2007 02:17:59 GMT

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I'm going to go through this thread and send your feedback to EA to make sure these things get fixed in a patch.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Oblivion165](#) on Wed, 21 Mar 2007 04:35:56 GMT

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Excellent oh and one thing I forgot to mention is that civilian structures should be repairable unless they were completely destroyed.

IMO anyway.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 21 Mar 2007 04:44:27 GMT

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What, they are not in this game. Thats stupid. There is also a building in the civilian town that disappears when ever the camera hits a certain position.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Dave Anderson](#) on Wed, 21 Mar 2007 05:33:32 GMT

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Oblivion165 wrote on Tue, 20 March 2007 22:35Excellent oh and one thing I forgot to mention is that civilian structures should be repairable unless they were completely destroyed.

IMO anyway.

I noticed that too. It would be nice if they were repairable again.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Canadacdn](#) on Wed, 21 Mar 2007 05:35:58 GMT

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Yes. Also, this graphical error happens sometimes to the shields on buildings when units are garrisoning a building with medium health.

File Attachments

- 1) [cnc3demo_1.jpg](#), downloaded 691 times



Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 21 Mar 2007 05:38:45 GMT

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Nice effects EA.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Zion](#) on Wed, 21 Mar 2007 08:59:13 GMT

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C&C3 on XBOX LOL!

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Crimson](#) on Wed, 21 Mar 2007 09:36:31 GMT

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That looks awesome. I only got to see the single player XBOX 360... they did an entirely separate UI for it so players hopefully won't miss their mouse.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jerad2142](#) on Wed, 21 Mar 2007 13:29:37 GMT

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That guy needs a sanity test.

Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jecht](#) on Wed, 21 Mar 2007 14:24:24 GMT

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I wish I had a helmet like that guy in the vid.
