Subject: C&C 3 and other EA Games to be released on OS X
Posted by Zion on Thu, 14 Jun 2007 12:04:53 GMT
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Keynote Speech

A few days ago at WWDC 07, Steve Jobs announced that EA Games are going to be releasing four games for OS X and more are to come.

One of these happens to be Command and Conquer 3. If it runs as well as it does on Windows this is a definite buy for me.

The keynote speech goes into the new Leopard (10.5) features of OS X, which are, amazing.

To those of you who own or use a Macintosh computer this may be interesting to you. To those of you who do not, please do not go on and on about how windows (is) better than OS X. Failure to comply will result in your post being reported to a moderator and if it get really out of hand, i will request the locking of this topic.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Kanezor on Thu, 14 Jun 2007 13:05:29 GMT
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I heart Macs

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by warranto on Thu, 14 Jun 2007 15:59:00 GMT
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The Merovingian wrote on Thu, 14 June 2007 06:04One of these happens to be Command and Conquer 3. If it runs as well as it does on Windows this is a definite buy for me.

I don't know why... but that was quite hilarious to me.

Oh I know, perhaps because it doesn't work on windows. I have yet to get past one of the nod missions because the game always crashes.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Aprime on Thu, 14 Jun 2007 16:03:18 GMT

If you can give me substantial info about the crashes, I might be able to get the info to Apoc when he comes back from his two-week vacation.

I have an issue I'm trying to figure out myself.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Jonty on Thu, 14 Jun 2007 16:06:20 GMT

Wow, this almost makes my (H) EA.

I won't like them until I actually see C&C3 and BF2142 being played on a Mac exactly the same way as on PC though. (With obvious changes like the absence of a mouse button, of course)

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Zion on Thu, 14 Jun 2007 16:32:15 GMT

BF2142 is one of the other games being brought over to the Mac. (PS, Apples Mighty Mouse has two mice buttons, and the MBP has two as well (i tap two fingers, most people use CTRL though))

And warranto, i said run not play I never even got past the one where you have to kill the big tower on GDI because it got so bored of it.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by warranto on Thu, 14 Jun 2007 16:36:46 GMT

Comrade wrote on Thu, 14 June 2007 10:03If you can give me substantial info about the crashes, I might be able to get the info to Apoc when he comes back from his two-week vacation.

I have an issue I'm trying to figure out myself.

I'll see if I can find the screenshot of the error message. I'm at work at the moment, so it will have to be later.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Nightma12 on Thu, 14 Jun 2007 16:46:41 GMT

this probably has something to do with the mac adverts claiming "macs r better than pcs" when they are teh same thing lol. i wont go into my opinion on those ads to respect your decision to not start mac hating () but yeah... mac usage has increased alot and this is probably related to that

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Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Crimson on Thu, 14 Jun 2007 18:11:17 GMT
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Wow that's fucking awesome!

Also, dude, Mac has supported two buttons for a while... so get with the now....

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by BlueThen on Thu, 14 Jun 2007 18:21:18 GMT
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I don't really care about macs. But when they start bragging and boasting about how they are better than the pc... it get's annoying.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Dave Anderson on Thu, 14 Jun 2007 18:23:14 GMT
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Now now, let's not turn Mero's topic into a Mac vs. PC bash-fest.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Ryu on Thu, 14 Jun 2007 18:28:00 GMT
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Cool.

My brother is getting a 5 year-old Mac on the weekend so no games for him. :[

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Jonty on Thu, 14 Jun 2007 18:59:05 GMT
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Crimson wrote on Thu, 14 June 2007 19:11Also, dude, Mac has supported two buttons for a while... so get with the now....

The Merovingian wrote on Thu, 14 June 2007 17:32(i tap two fingers, most people use CTRL though))

Signifies there is only one button on a MacBook Pro. I never said it didn't support two buttons, my own experiences installing MacOS on this computer showed that.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Zion on Thu, 14 Jun 2007 20:56:32 GMT
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Dave S. Anderson wrote on Thu, 14 June 2007 19:23Now now, let's not turn Mero's topic into a Mac vs. PC bash-fest... Again.

*Fixed

I do realize that in some cases Windows is better than a Mac (notice how i said Windows, not PC's because they're all PC's) and in others Mac is better than Windows, but since i opted for an operating system that everyone in the media industry uses i may as well get a head start in understanding the operating system and its services. That way if i do go into employment i can help other employees out with their macs if they experience any problems.

I go to night class with a bunch of adults and many of them are new to using macs for their media, however one of them is adamant that the Macintosh operating system is far better than the Windows one and i keep telling him that's not true. He asked me if i had a choice, what OS would i choose and i said Windows. The reason is is because it can do what a mac can't. Play games, run superfast applications, easy to upgrade and what-not. Yet he said that windows crashes more often. That's a blatant lie. I've experienced more instability with macs that i have with 8 years of windows. I have never had the aptly named 'blue screen of death' but many times had the 'beachball of death' (mac freezing). Take a look at the apple OS X forums. Nearly every other post is a problem or a kernal panic or something doesn't work right.

The thing is, Apple devs read these topics and fix the issues with updates. I don't think i know of a forum where windows users can go do that... The main reason i've switched is because i wanted a computer that when i pushed the power button it would just work. Last time i turned on a windows PC it lost hal.dll and wouldn't boot. Although i doubt it's a software problem since my motherboards been acting up lately.

Anyway...

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Crimson on Fri, 15 Jun 2007 01:20:42 GMT
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I don't know... I hate touchpads and I turned mine off and plug in a real mouse. The button rocks

both ways, so I assumed it was left and right click. I could be wrong. I know the OS supports multiple mouse buttons, so whatever.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by ST3ALTH on Fri, 15 Jun 2007 01:34:33 GMT
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I never did like Mac, I made fun of it allot simply because of the lack of games, now I can't do that anymore.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by light on Fri, 15 Jun 2007 01:57:50 GMT
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Crimson wrote on Fri, 15 June 2007 13:20I don't know... I hate touchpads and I turned mine off and plug in a real mouse. The button rocks both ways, so I assumed it was left and right click. I could be wrong. I know the OS supports multiple mouse buttons, so whatever.
The right side of the button does the same as the left side, it's just one big button.

tbh I don't see a real reason for EA to do this. I expect Apple is giving something to EA for doing this, but it's a move Apple needs to make to become real competition with PCs in my opinion.

Now, onto Linux versions!

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Cpo64 on Fri, 15 Jun 2007 03:49:57 GMT
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Trying to be "first" in an "emerging" market? They have an already developed game, why not make a few tweaks, and try to get it to work on another platform, increase their sales a little bit. And yeah probably get a little payout from Apple.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by light on Fri, 15 Jun 2007 04:26:28 GMT
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It's not "just a few tweaks". If you use OS-dependent calls then you have to re-write them, or find a way to make them work on the new OS.

Subject: Re: C&C 3 and other EA Games to be released on OS X

Posted by Zion on Fri, 15 Jun 2007 07:39:39 GMT

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light wrote on Fri, 15 June 2007 02:57Crimson wrote on Fri, 15 June 2007 13:20I don't know... I hate touchpads and I turned mine off and plug in a real mouse. The button rocks both ways, so I assumed it was left and right click. I could be wrong. I know the OS supports multiple mouse buttons, so whatever.
The right side of the button does the same as the left side, it's just one big button.

Just to prove you wrong here, Apples latest Mighty Mouse does have two buttons inside but just one big plastic case outside. I found this out by plugging it into a windows machine (yes, it's universal) and right clicking worked. The older, see through ones etc don't have two buttons, they just have one.

By default OS X sets both of these buttons to primary click, but you can set them to secondary click in the sysprefs. If all else fails and you don't like holding them then you can get logitech mice that have OS X software in them to they work

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by jonwil on Fri, 15 Jun 2007 09:09:21 GMT

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I read somewhere that EA are using a translation layer to port these games to OSX.

Basically, its loosely based on Transgaming's Cedega/WineX technology. So basically it is a set of libraries that take Windows API calls and convert them into something that works on MAC OSX.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by light on Fri, 15 Jun 2007 10:17:57 GMT

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The Merovingian wrote on Fri, 15 June 2007 19:39light wrote on Fri, 15 June 2007 02:57Crimson wrote on Fri, 15 June 2007 13:20I don't know... I hate touchpads and I turned mine off and plug in a real mouse. The button rocks both ways, so I assumed it was left and right click. I could be wrong. I know the OS supports multiple mouse buttons, so whatever.
The right side of the button does the same as the left side, it's just one big button.

Just to prove you wrong here, Apples latest Mighty Mouse does have two buttons inside but just one big plastic case outside.
I'm refering to the button at the bottom of the trackpad on MacBook Pros, not the Mighty Mouse, I've never used one of them, so whilst I may not have been clear enough I'm not incorrect.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Zion on Fri, 15 Jun 2007 14:54:42 GMT
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Ahh, i missunderstood. I think it does only have one click although i mainly use the trackpad itself to click. My bad.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Jonty on Fri, 15 Jun 2007 16:14:46 GMT
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jonwil wrote on Fri, 15 June 2007 10:09Basically, its loosely based on Transgaming's Cedega/WineX technology. So basically it is a set of libraries that take Windows API calls and convert them into something that works on MAC OSX.

As long as it doesn't make it as slow as Transgaming does.

Also, I might buy a mighty-mouse for my PC. They're awesome.
I'd buy an Apple Keyboard, but I don't know whether the Applekey would work the same as the Windows key. But at least then I could reinstall MacOS on this and have an almost-mac-hackintosh.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Zion on Fri, 15 Jun 2007 18:57:18 GMT
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It does.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by warranto on Sat, 16 Jun 2007 14:10:43 GMT
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Aprime wrote on Thu, 14 June 2007 10:03If you can give me substantial info about the crashes, I might be able to get the info to Apoc when he comes back from his two-week vacation.
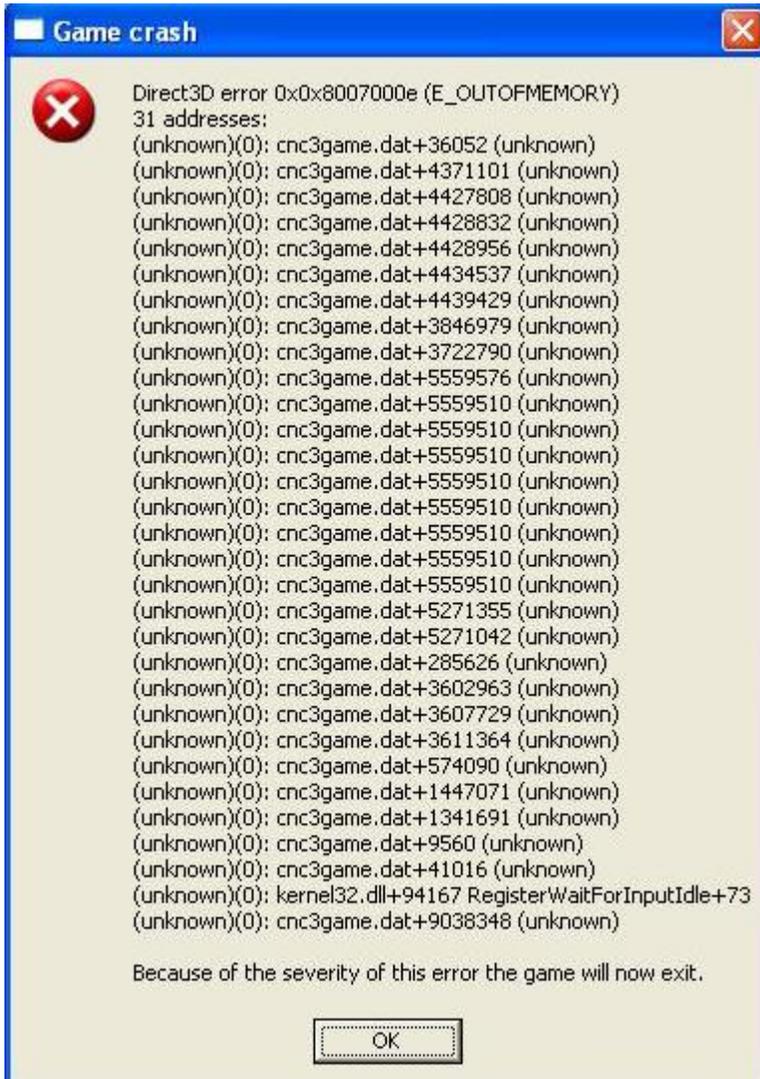
I have an issue I'm trying to figure out myself.

This is all I have:

File Attachments
1) Error.JPG, downloaded 496 times

```
Game crash

Direct3D error 0x0x8007000e (E_OUTOFMEMORY)
31 addresses:
(unknown)(0): cnc3game.dat+36052 (unknown)
(unknown)(0): cnc3game.dat+4371101 (unknown)
(unknown)(0): cnc3game.dat+4427808 (unknown)
(unknown)(0): cnc3game.dat+4428832 (unknown)
(unknown)(0): cnc3game.dat+4428956 (unknown)
(unknown)(0): cnc3game.dat+4434537 (unknown)
(unknown)(0): cnc3game.dat+4439429 (unknown)
(unknown)(0): cnc3game.dat+3846979 (unknown)
(unknown)(0): cnc3game.dat+3722790 (unknown)
(unknown)(0): cnc3game.dat+5559576 (unknown)
(unknown)(0): cnc3game.dat+5559510 (unknown)
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(unknown)(0): cnc3game.dat+5271042 (unknown)
(unknown)(0): cnc3game.dat+285626 (unknown)
(unknown)(0): cnc3game.dat+3602963 (unknown)
(unknown)(0): cnc3game.dat+3607729 (unknown)
(unknown)(0): cnc3game.dat+3611364 (unknown)
(unknown)(0): cnc3game.dat+574090 (unknown)
(unknown)(0): cnc3game.dat+1447071 (unknown)
(unknown)(0): cnc3game.dat+1341691 (unknown)
(unknown)(0): cnc3game.dat+9560 (unknown)
(unknown)(0): cnc3game.dat+41016 (unknown)
(unknown)(0): kernel32.dll+94167 RegisterWaitForInputIdle+73
(unknown)(0): cnc3game.dat+9038348 (unknown)

Because of the severity of this error the game will now exit.

                    OK
```

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Zion on Sat, 16 Jun 2007 22:21:27 GMT
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Even though that was about the game, it still could have gone to the PM system.

No harm done though.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by warranto on Sat, 16 Jun 2007 22:42:33 GMT
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Meh, Aprime asked me in the topic to give it to him.

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by Jerad2142 on Sun, 17 Jun 2007 15:02:30 GMT

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warranto wrote on Thu, 14 June 2007 09:59The Merovingian wrote on Thu, 14 June 2007 06:04One of these happens to be Command and Conquer 3. If it runs as well as it does on Windows this is a definite buy for me.

I don't know why... but that was quite hilarious to me.

Oh I know, perhaps because it doesn't work on windows. I have yet to get past one of the nod missions because the game always crashes.

Have you tried completely restarting that mission?

Subject: Re: C&C 3 and other EA Games to be released on OS X
Posted by warranto on Sun, 17 Jun 2007 15:35:42 GMT

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I have.

Command and Conquer: Renegade Official Forums