
Subject: Re: Let's talk about C&C3

Posted by [Crimson](#) on Mon, 11 Dec 2006 15:43:26 GMT

[View Forum Message](#) <> [Reply to Message](#)

jonwil wrote on Mon, 27 November 2006 20:17As long as its moddable, I will be happy
At a minumum they need to release an importer plugin and a map editor/worldbuilder. I see no
techical reason why they cant include the same map editor, importer plugin, w3d viewer and tools
as they used internally right there on the CD (given what was done for then the BFME2 SDK, the
changes required to make them releaseable would probably be minimal)

Even if EA dont release an importer, I am sure people will try and use the BFME2 SDK with it (like
the renegade SDK being used for Generals)

From what I gathered at our dinner last night, the game will almost certainly include a worldbuilder
in the initial release. The rest would come shortly thereafter if not better. There are several
modding communities represented at this thing, so I'm sure they wouldn't have invited so many of
them if they were going to let them all down.
