Subject: Re: C&C 3 Demo Coming Soon!
Posted by Mad Ivan on Wed, 21 Feb 2007 20:32:35 GMT

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Jerad Gray wrote on Wed, 21 February 2007 19:54gbull wrote on Wed, 21 February 2007 05:41Oblivion165 wrote on Tue, 20 February 2007 11:40Has anyone found any system requirements? It seems to be hush hush even though they are taking pre-orders.

Download the BFMEII demo and play it. I think Crimson said if that runs okay, then C&C3 should too.
No, I really hope they are not building the game off the BFMEII game engine (yes I know its just a modified generals engine). I own BFMEII and have it installed on 3 of my computers, all of which meet its requirements, and one that is about 4 times better than the requirements, and this game will freeze at random points in time (this only happens with the battle for middle earth series not other game does this). The freeze time varies form about one second to maybe ten seconds (a bit longer on my slower computers). They better have fixed this in C&C3 if they are using BFMEII's game engine.

It's based on the BFMEII engine, but it's been modified like heck. Most INIs have been replaced by XML, the .w3d format is replaced by .w3x, which is also in XML and can be text-edited. It's barely the same engine