## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jecht on Thu, 22 Feb 2007 04:02:45 GMT

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Jerad Gray wrote on Wed, 21 February 2007 11:54gbull 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.

Yes, they are using the Sage engine I think.  It doesn't matter how games you saw before it looked though, C&C3 looks worlds apart in comparison.  They said that it runs cleanly even with a large amount of units on the field.  They did a test of alot of Avatars and some other unit I think. Dig up HeXetic's review on planetcnc.com