**Subject: C&C 3 Demo Coming Soon!**
Posted by LTKirovy on Tue, 13 Feb 2007 20:02:57 GMT
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http://www.fileplanet.com/promotions/candc3/demo/

If anyone else here even cares...

---

**Subject: Re: C&C 3 Demo Coming Soon!**
Posted by JeepRubi on Tue, 13 Feb 2007 20:23:52 GMT
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I think its in about 10-15 days but i could be wrong.

---

**Subject: Re: C&C 3 Demo Coming Soon!**
Posted by JPNOD on Tue, 13 Feb 2007 20:47:39 GMT
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Singleplayer will be pretty interesting I guess.

---

**Subject: Re: C&C 3 Demo Coming Soon!**
Posted by Canadacdn on Tue, 13 Feb 2007 21:07:57 GMT
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Yay! I hope there will be multiplay in the demo, although I doubt it.

---

**Subject: Re: C&C 3 Demo Coming Soon!**
Posted by JeepRubi on Tue, 13 Feb 2007 22:15:31 GMT
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They better include at least one cutscene for the singleplayer demo.

---

**Subject: Re: C&C 3 Demo Coming Soon!**
Posted by Aprime on Tue, 13 Feb 2007 22:31:23 GMT
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Hey fegs, Predator said they were wrong.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Tue, 13 Feb 2007 22:38:20 GMT
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Link?

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by [NE]Fobby[GEN] on Tue, 13 Feb 2007 22:56:06 GMT
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Ill be getting the demo.. Im glad EA's bringing back the original style of gameplay.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jerad2142 on Thu, 15 Feb 2007 20:30:39 GMT
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[NEFobby[GEN] wrote on Tue, 13 February 2007 15:56]Ill be getting the demo.. Im glad EA's
bringing back the original style of gameplay.
I won't feel very safe unless they bring Westwood back.

On a second note, I here the C&C 3 has extremely good AI.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Viking on Thu, 15 Feb 2007 20:37:39 GMT
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What I want is for harvisters to not b retarded. Like on is halfway across the map, the other is right
next to the refinary. But the one halfway across the map is gong to the ref so the one that is at the
ref already sits there and waits for that one when it could be unloaded by the time it got there... I
hate that shit.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by icedog90 on Thu, 15 Feb 2007 21:11:17 GMT
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Yeah, I remember that problem...

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by luv2pb on Thu, 15 Feb 2007 21:31:35 GMT
View Forum Message <> Reply to Message

Viking wrote on Thu, 15 February 2007 15:37What I want is for harvisters to not b retarted. Like on is halfway across the map, the other is right next to the refinary. But the one halfway across the map is gong to the ref so the one that is at the ref already sits there and waits for that one when it could be unloaded by the time it got there... I hate that shit.
What I want is for you to not be retarded. Like for instance when you speak and can't figure out basic spelling or grammar. But maybe then you could make a sentence that made any kind of sense what so ever and we would all know wtf you were talking about ... I hate that shit  .

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by icedog90 on Fri, 16 Feb 2007 01:05:46 GMT
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Uh, what are you talking about? I understood his post fine, and what he was describing was not a waste of time but an interesting point.  If you don't like his grammar and spelling, please for all of our sakes, just private message him or something.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jerad2142 on Fri, 16 Feb 2007 06:12:19 GMT
View Forum Message <> Reply to Message

Viking wrote on Thu, 15 February 2007 13:37What I want is for harvisters to not b retarted. Like on is halfway across the map, the other is right next to the refinary. But the one halfway across the map is gong to the ref so the one that is at the ref already sits there and waits for that one when it could be unloaded by the time it got there... I hate that shit.
I think RA2 fixed this problem.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by nopol10 on Fri, 16 Feb 2007 09:22:09 GMT
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1. Its postponed to 26th
2. C&C 3 = C&C Tiberian Dawn 3D Edition.

Maybe not...

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Goztow on Fri, 16 Feb 2007 09:24:30 GMT
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nopol10 wrote on Fri, 16 February 2007 10:22
2. C&C 3 = C&C Tiberian Dawn 3D Edition.

---

If that's true, then it will be a C&C fan's dream come true...

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Tiesto on Fri, 16 Feb 2007 14:08:37 GMT
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Goztow wrote on Fri, 16 February 2007 10:24nopol10 wrote on Fri, 16 February 2007 10:22
2. C&C 3 = C&C Tiberian Dawn 3D Edition.

If that's true, then it will be a C&C fan's dream come true...


Oh and it means the game lags like a bitch.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Goztow on Fri, 16 Feb 2007 15:35:11 GMT
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TD didn't lag, it was just slow paced gameplay.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by superj69 on Fri, 16 Feb 2007 18:22:28 GMT
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well i'd love to play this demo, BUT my computer is a peice of shit so I wont be able to play it untill get a better comp

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Oblivion165 on Fri, 16 Feb 2007 19:20:47 GMT
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Awesome.

I really hope this works out.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Crimson on Fri, 16 Feb 2007 21:11:13 GMT
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On all the maps I played, the starting bases were near tiberium fields, so you just build your ref near the field... I don't remember a time when the harvesters acted retarded. Plus you can (and should) have more than one, so...

And yes, the AI is supposed to be really good. They are pre-coding something like 5 pre-set personalities and something like 6 difficulty levels. But, the AI is completely controlled by XML files so they can continue to be enhanced over time and have new personalities developed by the modding community.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by luv2pb on Fri, 16 Feb 2007 21:27:44 GMT
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Didn't you say that when you played it after a point the AI just gave up? If I remember that correctly I hope it was still a work in progress.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Crimson on Fri, 16 Feb 2007 23:33:36 GMT
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That wasn't me... but I remember others reporting that. We were observed and later exchanged feedback with the AI developers on that. I remember they said that once the AI suffered a crushing blow they wouldn't make sufficient efforts to rebuild and come back from it. Hopefully that's something they improve upon.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by nopol10 on Sat, 17 Feb 2007 03:17:38 GMT
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Lol, AI giving up...
Nod sends a bunch of flame tanks to your base and suddenly stops and waits there to die...

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Sat, 17 Feb 2007 23:46:38 GMT
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 http://pcgames.gwn.com/news/story.php/id/11242/Command_and_Conquer_3_Demo_Next_Week.html

---

Subject: Re: C&C 3 Demo Coming Soon!

---

Posted by Chronojam on Sun, 18 Feb 2007 01:05:36 GMT
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It would be really cool if the game would write to its own files so it could learn what you personally tend to do to win against it.

Subject: Re: C&C 3 Demo Coming Soon!
Posted by rm5248 on Sun, 18 Feb 2007 02:41:16 GMT
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New CNC3 trailer.

Subject: Re: C&C 3 Demo Coming Soon!
Posted by cmatt42 on Sun, 18 Feb 2007 19:34:40 GMT
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rm5248 wrote on Sat, 17 February 2007 20:41New CNC3 trailer.
Pfft, that transferred wicked slow, so I mirrored it here:
http://deathrayproductions.com/cc3_demotrailer_w_v_8000.zip

Subject: Re: C&C 3 Demo Coming Soon!
Posted by icedog90 on Sun, 18 Feb 2007 20:27:01 GMT
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Well shit, my PC can't even run that trailer without a ton of lag.  It's only 720p and it can't run on my computer...?

I've ran many 1080p WMVs (even uncompressed HDV) before smoothly.

Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Sun, 18 Feb 2007 21:47:25 GMT
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rm5248 wrote on Sun, 18 February 2007 03:41New CNC3 trailer.

Wickedly slow, im downloading at 650kb/s

Subject: Re: C&C 3 Demo Coming Soon!
Posted by PlastoJoe on Mon, 19 Feb 2007 01:14:33 GMT
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YouTube for people like me who can't handle the video.

http://www.youtube.com/watch?v=jptqynx_-Jk

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by nopol10 on Mon, 19 Feb 2007 01:37:23 GMT
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icedog90 wrote on Mon, 19 February 2007 04:27Well shit, my PC can't even run that trailer without a ton of lag. It's only 720p and it can't run on my computer...?

I've ran many 1080p WMVs (even uncompressed HDV) before smoothly.

I downloaded it but playback is very choppy.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Canadacdn on Mon, 19 Feb 2007 01:57:23 GMT
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Strange, my PC ran it fine.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by cmatt42 on Mon, 19 Feb 2007 17:05:04 GMT
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Jeep Rubi wrote on Sun, 18 February 2007 15:47rm5248 wrote on Sun, 18 February 2007 03:41New CNC3 trailer.

Wickedly slow, im downloading at 650kb/s
When I downloaded it, it was going at a blazing 14KB/s. I'm mirroring it all the same.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Tue, 20 Feb 2007 12:25:45 GMT
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People that are having trouble playing it, did you unzip it before you watched it, or did you watch it in the zip?

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Renx on Tue, 20 Feb 2007 16:48:16 GMT

Jeep Rubi wrote on Sun, 18 February 2007 17:47rm5248 wrote on Sun, 18 February 2007 03:41New CNC3 trailer.

Wickedly slow, im downloading at 650kb/s

Yahoo loves Canadians. I downloaded the video at over 5 times my usual max speed.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Oblivion165 on Tue, 20 Feb 2007 17:40:19 GMT

Has anyone found any system requirements? It seems to be hush hush even though they are taking pre-orders.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by icedog90 on Tue, 20 Feb 2007 22:46:32 GMT

Jeep Rubi wrote on Tue, 20 February 2007 04:25People that are having trouble playing it, did you unzip it before you watched it, or did you watch it in the zip?

of course I unzipped it.

Also, the demo is supposed to be out today, but I don't see it anywhere.  Gee, thanks EA for raising my hopes to have something to do today.

edit: actually, I swore I read it from an official announcement but I guess it was just a rumor. Nevermind.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Wed, 21 Feb 2007 00:56:46 GMT

It was a rumor, but its "supposed" to be coming out friday. This time, dont get your hoped up.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Canadacdn on Wed, 21 Feb 2007 01:13:23 GMT

Oblivion165 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.

That's what I've been asking too. I hope that your computer won't have to be the equivelant of an Xbox 360 to run it on maximum settings, though.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by cmatt42 on Wed, 21 Feb 2007 01:44:41 GMT
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There haven't been any official system requirements, and I remember Predator asking people to stop asking. I'd say expect them to be slightly beefier than BFME2.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by reborn on Wed, 21 Feb 2007 01:56:29 GMT
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Pretty exciting trailer... I spotted "James "Sawyer" Ford" from Lost in it. Cool.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jecht on Wed, 21 Feb 2007 12:41:49 GMT
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Oblivion165 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.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Spoony on Wed, 21 Feb 2007 16:00:15 GMT
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P4 1.8GHz, 512MB RAM, 8GB HD space, DX9.0c 64MB graphic card with 8X DVD ROM.

Recommended: P4 @2.4GHz, 1GB RAM, 128 MB video card.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jerad2142 on Wed, 21 Feb 2007 17:54:46 GMT
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gbull 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.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Wed, 21 Feb 2007 20:04:16 GMT
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The generals engine is based off of the renegade engine.
Yes, this means that it uses .w3d files. (im going to rip em out and put em in renegade).

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by reborn on Wed, 21 Feb 2007 20:14:25 GMT
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Jeep Rubi wrote on Wed, 21 February 2007 15:04The generals engine is based off of the renegade engine.
Yes, this means that it uses .w3d files. (im going to rip em out and put em in renegade).

I'm pretty sure someone done that already with the scud storm mod. I might be wrong, I never played it.

---

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.

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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

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Thu, 22 Feb 2007 01:53:37 GMT
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Reborn wrote on Wed, 21 February 2007 14:14Jeep Rubi wrote on Wed, 21 February 2007 15:04The generals engine is based off of the renegade engine.
Yes, this means that it uses .w3d files. (im going to rip em out and put em in renegade).

I'm pretty sure someone done that already with the scud storm mod. I might be wrong, I never played it.

Yes, hopefully, this mod will be like scud storm... but better.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jerad2142 on Thu, 22 Feb 2007 03:54:37 GMT
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Jeep Rubi wrote on Wed, 21 February 2007 18:53Reborn wrote on Wed, 21 February 2007 14:14Jeep Rubi wrote on Wed, 21 February 2007 15:04The generals engine is based off of the renegade engine.
Yes, this means that it uses .w3d files. (im going to rip em out and put em in renegade).

I'm pretty sure someone done that already with the scud storm mod. I might be wrong, I never played it.

Yes, hopefully, this mod will be like scud storm... but better.
That probably would not be all that hard to do, but I did not think the game was all that good, so I would not remake Generals for Renegade.

---

## 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.
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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

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by OWA on Thu, 22 Feb 2007 14:27:22 GMT
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Jeep Rubi wrote on Thu, 22 February 2007
Yes, hopefully, this mod will be like scud storm... but better.
How about you do a collaboration with the new Scud Storm team.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Thu, 22 Feb 2007 20:10:14 GMT
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Theres a new scud storm team?

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Crimson on Thu, 22 Feb 2007 21:24:27 GMT
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Yeah, I remember that... they did like 40-something avatars vs. the same amount of the other team's walker unit. LOL I wish I had seen it. I managed to steal one from HeXetic when my rocket launchers from hell took it out.

---

## Subject: Re: C&C 3 Demo Coming Soon!

Posted by OWA on Fri, 23 Feb 2007 12:18:03 GMT
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Jeep Rubi wrote on Thu, 22 February 2007 20:10Theres a new scud storm team?
Yeah they have a forum over at http://laeubi.de/

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by cmatt42 on Fri, 23 Feb 2007 21:19:09 GMT
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One Winged Angel wrote on Fri, 23 February 2007 06:18Jeep Rubi wrote on Thu, 22 February 2007 20:10Theres a new scud storm team?
Yeah they have a forum over at http://laeubi.de/
That's the old team, and they're not working it anymore. That's why he asked if there was a 'new' team.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by OWA on Fri, 23 Feb 2007 23:14:44 GMT
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cmatt42 wrote on Fri, 23 February 2007 21:19One Winged Angel wrote on Fri, 23 February 2007 06:18Jeep Rubi wrote on Thu, 22 February 2007 20:10Theres a new scud storm team?
Yeah they have a forum over at http://laeubi.de/
That's the old team, and they're not working it anymore. That's why he asked if there was a 'new' team.
The new team has forums there. Nameme99 is the current leader.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Goztow on Sat, 24 Feb 2007 09:21:08 GMT
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Source: cncden.com

IGNPC has released a HANDS-ON DEMO REVIEW and info on what is included in the C&C3 demo. The demo will not be released this week. Here's the scoop:

   Next week Electronic Arts will be debuting their newest addition to the Command & Conquer franchise to the public when they release their first single-player demo on Fileplanet. The exact day is, as of right now, not perfectly settled, but it will be next week. Could be Monday. Could be Friday.

   The demo itself is a pretty solid amount of gameplay as far as demos go. Those of you that choose to download the thing will have the opportunity to play through one tutorial mission, two campaign missions, and one skirmish map on four difficulty settings. Depending on the difficulty

you play the game at, it could take an hour or more to get through the tutorial and game missions. Skirmish adds quite a bit of life to the party as well. There's only one map, but it'll help you all get to know the game.

Head HERE for more info on the C&C3 Demo. Those of you who've been waiting for the demo, you can go back to sleep. You have at least a few more days to wait.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by OWA on Sat, 24 Feb 2007 16:43:36 GMT
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Goztow wrote on Sat, 24 February 2007 09:21Source: cncden.com

IGNPC has released a HANDS-ON DEMO REVIEW and info on what is included in the C&C3 demo. The demo will not be released this week. Here's the scoop:

   Next week Electronic Arts will be debuting their newest addition to the Command & Conquer franchise to the public when they release their first single-player demo on Fileplanet. The exact day is, as of right now, not perfectly settled, but it will be next week. Could be Monday. Could be Friday.

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Head HERE for more info on the C&C3 Demo. Those of you who've been waiting for the demo, you can go back to sleep. You have at least a few more days to wait.
Sweet =D

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by Jecht on Mon, 26 Feb 2007 02:40:33 GMT
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bummer it didn't come out today, i was all excited too. oh well.

---

## Subject: Re: C&C 3 Demo Coming Soon!
Posted by JeepRubi on Mon, 26 Feb 2007 02:46:41 GMT
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If your a subscriber to file planet, you can pre-load the demo now.

---

That must mean its coming out soon, right?

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Dave Anderson on Mon, 26 Feb 2007 04:01:59 GMT
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It is supposedly going to be released tomorrow.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Canadacdn on Mon, 26 Feb 2007 04:11:53 GMT
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It won't be.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by cmatt42 on Mon, 26 Feb 2007 04:13:44 GMT
View Forum Message <> Reply to Message

Source?

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Dave Anderson on Mon, 26 Feb 2007 04:22:23 GMT
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Canadacdn, FilePlanet has it marked coming out tomorrow.  They actually have the demo already which is how their subscribers are getting the demo preloaded.  Once the actual demo comes out, they will unlock the preloaded demo for the subscribers to install.

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by icedog90 on Mon, 26 Feb 2007 05:23:01 GMT
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Canadacdn wrote on Sun, 25 February 2007 20:11It won't be.

Yes it will.

 http://www.renegadeforums.com/index.php?t=msg&th=23230&start=0&rid=6 34

---

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Canadacdn on Mon, 26 Feb 2007 05:58:09 GMT
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Goddamn. Goddamn and YAY!

Subject: Re: C&C 3 Demo Coming Soon!
Posted by Crimson on Mon, 26 Feb 2007 09:14:46 GMT
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New thread, so locking this one.