Subject: PLAY AS NOD IN CNC 3
Posted by fall4mui on Wed, 28 Feb 2007 02:44:12 GMT
View Forum Message <> Reply to Message

to play as nod hold down N and then click nod, you can also fight against gdi by holding down G and clicking gdi on the enemy faction, one last thing, you can also choose what type the AI is by holding down the first letter of the AI personality and clicking it.

this may have been posted already but i did not see it, sorry in advance if this is already a topic

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Canadacdn on Wed, 28 Feb 2007 03:19:20 GMT
View Forum Message <> Reply to Message

It's a shame that Scrin dosen't work.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Renx on Wed, 28 Feb 2007 03:31:55 GMT
View Forum Message <> Reply to Message

There is a "-fullVersion" command line, I couldn't get it to do anything but someone else might be able to figure out what it does.

I also seen something about holding down shift in one of the INIs, it didn't seems to work on anything I tried either. I didn't think it hold down any other keys like this.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by reborn on Wed, 28 Feb 2007 08:25:13 GMT
View Forum Message <> Reply to Message

Great info, thanks.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Goztow on Wed, 28 Feb 2007 09:45:19 GMT
View Forum Message <> Reply to Message

Reborn wrote on Wed, 28 February 2007 09:25Great info, thanks.

Subject: Re: PLAY AS NOD IN CNC 3

Posted by [Kamuix](#) on Wed, 28 Feb 2007 14:39:47 GMT
View Forum Message <> Reply to Message

NICE! thanks. And perhaps someone might know how to re-invert the mouse clicking? I cannot stand the way they made it, and if it's in the option menu than i'm blind lol

Subject: Re: PLAY AS NOD IN CNC 3
Posted by [Jerad2142](#) on Wed, 28 Feb 2007 15:30:08 GMT
View Forum Message <> Reply to Message

The left click option will be in a later patch.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by [u6795](#) on Wed, 28 Feb 2007 20:30:09 GMT
View Forum Message <> Reply to Message

I personally wouldn't do this... I've heard a lot of people with serious windows/computer issues after attempting it.

Bloodycreep, for one. http://www.apathbeyond.com/forum/index.php?showtopic=11830

Subject: Re: PLAY AS NOD IN CNC 3
Posted by [JeepRubi](#) on Wed, 28 Feb 2007 20:58:13 GMT
View Forum Message <> Reply to Message

That couold have happened anyway, theres no way of telling that it was the easter egg taht made it happen.

Yes, easter egg, predator "confirmed" that it is just an easter egg.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by [Jerad2142](#) on Wed, 28 Feb 2007 21:45:28 GMT
View Forum Message <> Reply to Message

u6795 wrote on Wed, 28 February 2007 13:30I personally wouldn't do this... I've heard a lot of people with serious windows/computer issues after attempting it.

Bloodycreep, for one. http://www.apathbeyond.com/forum/index.php?showtopic=11830
You said a lot and gave a link to one person.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by u6795 on Wed, 28 Feb 2007 22:11:45 GMT
View Forum Message <> Reply to Message

If its an easter egg then I guess it must be something with their computers or somesuch.

And, Jerad, I've talked to people on xfire and AIM and I don't keep chat logs because of a little problem I had back when. Excuse me. If you really want me to, I can go back and get the people to say exactly what they said.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by EvilWhiteDragon on Wed, 28 Feb 2007 23:35:34 GMT
View Forum Message <> Reply to Message

u6795 wrote on Wed, 28 February 2007 21:30I personally wouldn't do this... I've heard a lot of people with serious windows/computer issues after attempting it.

Bloodycreep, for one. http://www.apathbeyond.com/forum/index.php?showtopic=11830
I just did, and I didnt have any problems, I guess it's just though luck for that guy...

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Goztow on Thu, 01 Mar 2007 07:50:16 GMT
View Forum Message <> Reply to Message

LApredator confirmed this is an easter egg.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by ericlaw02 on Thu, 01 Mar 2007 07:59:16 GMT
View Forum Message <> Reply to Message

Seriously, I don't actually think that it's a easter egg...or...where are CABAL's sounds? (or something else replaced, whatever)

Subject: Re: PLAY AS NOD IN CNC 3
Posted by NukeIt15 on Thu, 01 Mar 2007 15:41:24 GMT
View Forum Message <> Reply to Message

Good info; I've been passing it around to all the other forums I visit.

Subject: Re: PLAY AS NOD IN CNC 3

Posted by bandie63 on Fri, 02 Mar 2007 03:32:39 GMT

View Forum Message <> Reply to Message

Wicked. I think a mod should sticky this at least temporarily.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Canadacdn on Fri, 02 Mar 2007 03:46:15 GMT

View Forum Message <> Reply to Message

Stickied topics always get ignored.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Oblivion165 on Fri, 02 Mar 2007 04:23:41 GMT

View Forum Message <> Reply to Message

eric_law_ca wrote on Thu, 01 March 2007 02:59Seriously, I don't actually think that it's a easter egg...or...where are CABAL's sounds? (or something else replaced, whatever)

It most likely wasn't meant to be played so the CABAL sounds were not included with the demo.

EDIT: Oh and has anyone been able to trick the nuke into firing? I want to see it.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Dave Anderson on Fri, 02 Mar 2007 04:56:30 GMT

View Forum Message <> Reply to Message

Quote:EDIT: Oh and has anyone been able to trick the nuke into firing? I want to see it.

Trick the nuke into firing? The nuke should work fine.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Cpo64 on Fri, 02 Mar 2007 05:50:12 GMT

View Forum Message <> Reply to Message

Nuke does work fine, but I was busy managing my troops some where else when it went off, went back and the nod base was gone, I was sad.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by Goztow on Fri, 02 Mar 2007 07:48:54 GMT

View Forum Message <> Reply to Message

It worked fine last time I beat that GDI scum up!

Yes, I have the impression sounds are missing from Nod side.

Subject: Re: PLAY AS NOD IN CNC 3
Posted by TD on Fri, 02 Mar 2007 10:08:16 GMT
View Forum Message <> Reply to Message

Goztow wrote on Fri, 02 March 2007 08:48It worked fine last time I beat that GDI scum up!

Yes, I have the impression sounds are missing from Nod side.
Yes, there are sounds missing, they are not included in the Demo.