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

Posted by [jonwil](#) on Tue, 28 Nov 2006 03:17:45 GMT

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As long as its moddable, I will be happy

At a mininum 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)

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