
Subject: Re: C&C3 Community Summit - Press Embargo lifted!

Posted by [Crimson](#) on Sun, 14 Jan 2007 02:50:26 GMT

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m1a1_abrams wrote on Sat, 13 January 2007 14:58Ooh, different AI personalities sounds like a really good idea. I hope it lives up to the promise though. Game developers always say their AI is much improved... and it's always just as shit. Sounds cynical, but we all know it's true.

The neat thing is that it's completely moddable so in theory, modders will be able to create even better AI than EA will end up with on release day. We got to take a tour of the whole development floor and watch several developers working on various aspects of the game. Interestingly enough, Tse-Cheng Lo was there but I didn't get a chance to say hi and introduce myself.

For those of you who don't know, Tse-Cheng Lo used to work for Westwood and made many of the official maps for Renegade. I guess I made up for not talking to him and telling him how much his work was still being enjoyed today by meeting Louis Castle (co-founder of Westwood Studios in case you didn't know). Still, damn you HeXetic for taking my picture, but I guess it's pretty cool. There was definitely a big "We're not worthy!" excitement in the air when he joined us.

<http://planetcnc.gamespy.com/screenshots/?ss=1214>

Incidentally, this photo was taken in the room where we watched a demonstration of the Xbox 360 version of C&C3. They introduced a cursor magnetism and completely different controls so while you're doing the same missions, it has a very controller-friendly interface instead of keyboard-friendly. One of things I thought was neat is when you play on the Xbox online, when you win, if you have a camera attached, you get 10 seconds of face time to rub it in the other guy's face.
