Subject: What you hate about C&C in general(mainly the EA ones)
Posted by Tanya A. on Fri, 14 Apr 2006 19:55:28 GMT
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For one, I think that the Tanya version in RA2 in a mere shadow of the one in early RA series, yes she can swim, but she doesn't have that bad ass sound and look on her. Instead I would say Flint Westwood comes would make for a verry good version of Tanya, but then again he is a man. Secondly I almost cry everytime I have to load the game cuz there is this 'nice' loading screen to look at wich only makes me more impatient and seems to take forever(at least they could have implemented a progres bar), whereas in TS there was this nice looking looding screen that really didn't make u think that the game was loading at all. kinda like Generals installer vs. RA and TS. I could go on like this but instead I would like to hear what u guys think, comon trow it all out.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Fri, 14 Apr 2006 20:00:30 GMT
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I freakin hate the load time on Yuri's Revenge! How can such a simple game have a three-minute load time?! My copy of Generals boots faster! Some programmers need to be hanged.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Lijitsu on Fri, 14 Apr 2006 20:10:33 GMT
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Phase 9 wrote on Fri, 14 April 2006 16:00I freakin hate the load time on Yuri's Revenge! How can such a simple game have a three-minute load time?! My copy of Generals boots faster! Some programmers need to be hanged.
They work at EA.
Also, it's hung.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Fri, 14 Apr 2006 20:14:07 GMT
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Lijitsu wrote on Fri, 14 April 2006 15:10
Also, it's hung.

"I say tahmahto, you say tamaytahmort." -Coach Z.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Ryan3k on Fri, 14 Apr 2006 20:19:04 GMT

Phase 9 (Joseph Collins,) I had that exact problem with YR until I downloaded the update. Then it loaded at the same speed as RA2 does... at least for me.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Kamuix on Fri, 14 Apr 2006 20:22:41 GMT

Yuri's Revenge always loaded slowly into games for me. Until I switch computers. XD

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Fri, 14 Apr 2006 20:29:00 GMT

Ryan3k wrote on Fri, 14 April 2006 15:19Phase 9 (Joseph Collins,) I had that exact problem with YR until I downloaded the update. Then it loaded at the same speed as RA2 does... at least for me.

Where is said update?

...and who is Joseph Collins?

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Kamuix on Fri, 14 Apr 2006 20:43:50 GMT

I'd say that was Joseph Collins to but.. He's acts nothing like him lol. At least to me he doesn't.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Ryan3k on Fri, 14 Apr 2006 21:09:02 GMT

Eh, well. Joseph would emphasize points in his text with bold/italics/underline etc. very often. I've just noticed something similar with this guy, and nobody else on these forums has ever seemed to display that behavior. *shrug*

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Goztow on Fri, 14 Apr 2006 21:11:32 GMT

Phase9, you have 2 cd-rom drives. Put a disk in the 2nd cd-rom drive (doesn't matter which) and your loading problem will be solved. It took me ages to find that out .

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by YSLMuffins on Fri, 14 Apr 2006 21:22:25 GMT
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RA2/Yuri's Revenge ran better on my old computer than it does on this one. Sometimes I think it isn't programmed for fast processors.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Tanya A. on Fri, 14 Apr 2006 21:31:46 GMT
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yeah but still They should've made it load with a nice screen to look at, as with TS. and what's with that Einstien? I like the one from previus RA better.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by DrasticDR on Fri, 14 Apr 2006 21:48:40 GMT
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I'm not keen on most 3D RTS' out today, I much prefer old school 2D

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Fri, 14 Apr 2006 23:21:55 GMT
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All right, this is getting annoying. Why am I constantly referred to as "Dr. Lithius," or "Jeff Collins?" Who are they, what's their significance, and why do you think I'm them?

...oh and that was the only post I bolded severely. You would too, if you had the fastest PC on your block with a 3-minute load time on a 2-D RTS game.

PS: Drastic, that is the creepiest avatar I have ever seen. What's it from?

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by JeepRubi on Sat, 15 Apr 2006 00:16:31 GMT
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My friend has a 300mhz pentium II and his is the fastes comp on the block.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Sat, 15 Apr 2006 00:19:07 GMT
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Jeep Rubi wrote on Fri, 14 April 2006 19:16My friend has a 300mhz pentium II and his is the fastes comp on the block.

Mine is a Dell Pentium 4, 2.79 Ghz, 512mb ram, soon to be 1gig ram.

PS: I can play Renegade on highest graphics settings with only occasional, slightly annoying lag.

And Goztow, I don't fully understand. Do you mean place a random disc in my burner-drive and run Y.R.?

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Goztow on Sat, 15 Apr 2006 09:20:18 GMT
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I mean put your yuri disc in one drive and put a random disc in the other drive.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Oblivion165 on Sat, 15 Apr 2006 16:17:41 GMT
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I HATE the Generals Menu. Like we want to wait for that to load every damn time.

Generals is completely un-playable unless you install project raptor in my opinion.

I also hate how they stole the renegade engine for it, thats bullshit.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Demolition man on Sat, 15 Apr 2006 21:48:06 GMT
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DrasticDR wrote on Fri, 14 April 2006 21:48I'm not keen on most 3D RTS' out today, I much prefer old school 2DI mainly hate the lack of the battle field you can see.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Sun, 16 Apr 2006 03:06:46 GMT
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Goztow wrote:I mean put your yuri disc in one drive and put a random disc in the other drive.

Thanks. I'll try out your server today, if I have time. When I first read about the specs, it seemed more "pure" than the other servers, anyway (no modifications, only limited command usage).

Oblivion165I HATE the Generals Menu. Like we want to wait for that to load every... time.

My computer loads the menu in less than five seconds, de-lags in an additional five.   I still could not understand why YR had such a frikkin long loading time, though.

Demolition ManI mainly hate the lack of the battle field you can see.

I have a demo for a game called (I think), Empire: Dawn of the Modern World. It allows you to zoom in on the map by rolling the mouse wheel (the graphical detail of the units is only slightly less than that of Generals), and if you continue to roll the wheel, the camera shifts downwards to a more 1st person perspective to see your units up close. I think the game also lets you rotate the camera as with Generals.

EDIT: Close-up of siege consisting of 50 Big Berthas + ship-based artillery barrage > ...no ships in Generals multiplayer modes.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by PlastoJoe on Mon, 17 Apr 2006 03:02:24 GMT
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Only thing I hate is how slow Generals runs on my computer. I had the demo and I could only get it to go at a reasonable rate if I turned everything down to the lowest settings.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by terminator 101 on Mon, 17 Apr 2006 03:15:04 GMT
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I hate that:
- Tiberian sun was way too slow on default speed
- In Tiberian Sun, enemy AI units did more damage than your units
- In Generals, the ABSOLUTE lack of story
- In Generals, the unbalances of the three sides

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Demolition man on Mon, 17 Apr 2006 12:10:21 GMT
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Berkut wrote on Sun, 16 April 2006 03:06
I have a demo for a game called (I think), Empire: Dawn of the Modern World. It allows you to zoom in on the map by rolling the mouse wheel (the graphical detail of the units is only slightly less than that of Generals), and if you continue to roll the wheel, the camera shifts downwards to a more 1st person perspective to see your units up close. I think the game also lets you rotate the camera as with Generals.

I am not talking about zooming IN but zooming OUT. In 3d rts games you build like 4 buildings and the screen is full. I want to see a big part from my base like in 2d rts games.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Berkut on Tue, 18 Apr 2006 02:13:50 GMT
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Demo guy wrote:I am not talking about zooming IN but zooming OUT. In 3d rts games you build like 4 buildings and the screen is full. I want to see a big part from my base like in 2d rts games.

Oh that? I increased the resolution to the maximum setting and was able to see a good deal of the base. Might slow down normal computers, though.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Spoony on Tue, 18 Apr 2006 06:46:21 GMT
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Terminator 101 wrote on Sun, 16 April 2006 22:15I hate that:
- In Tiberian Sun, enemy AI units did more damage than your units
...only on Hard difficulty. That's kinda the point of Hard difficulty: it's, wait for it, harder.

Berkut wrotePS: Drastic, that is the creepiest avatar I have ever seen. What's it from?
CHU-CHU-CHUCKLE VISION!! CHU-CHUCKLE VISION!!!

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Dave Mason on Tue, 18 Apr 2006 10:30:38 GMT
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MaidenTy1 wrote on Tue, 18 April 2006 07:46
Berkut wrotePS: Drastic, that is the creepiest avatar I have ever seen. What's it from?
CHU-CHU-CHUCKLE VISION!! CHU-CHUCKLE VISION!!!

Heh, good ol' days those were! Can't beleive that program is still going.

Soon as I saw that pic I had to save it.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Demolition man on Tue, 18 Apr 2006 14:51:50 GMT
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Berkut wrote on Tue, 18 April 2006 02:13Demo guy wrote:I am not talking about zooming IN but zooming OUT. In 3d rts games you build like 4 buildings and the screen is full. I want to see a big part from my base like in 2d rts games.

Oh that? I increased the resolution to the maximum setting and was able to see a good deal of the base. Might slow down normal computers, though. It should be supported by the game. I don't like to "cheat" to get it higher. Since online it won't be allowed...

They care more about gfx then gameplay...

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Kanezor on Tue, 18 Apr 2006 17:51:24 GMT
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MaidenTy1 wrote on Tue, 18 April 2006 01:46Terminator 101 wrote on Sun, 16 April 2006 22:15I hate that:
- In Tiberian Sun, enemy AI units did more damage than your units
...only on Hard difficulty. That's kinda the point of Hard difficulty: it's, wait for it, harder.No. You'd think that after 30+ years, game developers would start writing better AIs instead of still needing to make the AI cheat in order to make it win.

Demolition man wrote on Tue, 18 April 2006 09:51Berkut wrote on Tue, 18 April 2006 02:13Demo guy wrote:I am not talking about zooming IN but zooming OUT. In 3d rts games you build like 4 buildings and the screen is full. I want to see a big part from my base like in 2d rts games.

Oh that? I increased the resolution to the maximum setting and was able to see a good deal of the base. Might slow down normal computers, though. It should be supported by the game. I don't like to "cheat" to get it higher. Since online it won't be allowed...

They care more about gfx then gameplay...
Welcome to the world of EA, where it doesn't matter how many bugs are in the game just as long as the game looks pretty.

Subject: Re: What you hate about C&C in general(mainly the EA ones)

Posted by terminator 101 on Wed, 19 Apr 2006 03:09:01 GMT
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Kanezor wrote on Tue, 18 April 2006 13:51You'd think that after 30+ years, game developers would start writing better AIs instead of still needing to make the AI cheat in order to make it win.
AI is still developing, and it will take long time for it to be smart enough, so that it does not have to cheat.

I have yet to see a strategy game where AI does not cheat.
Actually, I think that AI in Praetorians does not really cheat, but I don't know for sure.

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by Kanezor on Wed, 19 Apr 2006 05:06:47 GMT
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Terminator 101 wrote on Tue, 18 April 2006 22:09Kanezor wrote on Tue, 18 April 2006 13:51You'd think that after 30+ years, game developers would start writing better AIs instead of still needing to make the AI cheat in order to make it win.
AI is still developing, and it will take long time for it to be smart enough, so that it does not have to cheat.

I have yet to see a strategy game where AI does not cheat.
Actually, I think that AI in Praetorians does not really cheat, but I don't know for sure.
PacMan... although that's a lot less strategy, I think.

In any case, how in the hell do you expect AIs to get better when game companies just go "oh, we'll just make it cheat!"?

Subject: Re: What you hate about C&C in general(mainly the EA ones)
Posted by CarrierII on Sat, 22 Apr 2006 23:25:38 GMT
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The AI in the following games cheats for certain as map editors/leaks allowed you to see.
Unreal tournament GOTYE (who hasn't seen that formula? the on where their damage is multiplied relavent to thier skill level)
Starcraft (yes, even Starcraft, the AI know what you are doing... they know when you are about to attack)
AI is a complex thing, if anyone who complained can program, try this:
Make a program that can think like you and adapt to anything you input. try it, i'll see you in thirty years.