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

Posted by [Crimson](#) on Fri, 12 Jan 2007 21:35:19 GMT

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Today is the day that we have no more secrets about what we did and saw at the Community Summit last month. I will go through my notes this weekend and tell you some of the cool things I made a note of. But until then, one of the best writeups I've seen is by JohnWE of CnC-Files:

http://commandandconquer.filefront.com/info/cnc3_summit1 (pre-embargo)

http://commandandconquer.filefront.com/info/cnc3_summit2 (post-embargo)

I know HeXetic from PlanetCNC.com's writeup will also be detailed and picture-filled, but he hasn't posted it yet.

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

Posted by [Canadacdn](#) on Fri, 12 Jan 2007 21:39:35 GMT

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Awesome! Does choosing who to follow on GDI open up new storylines?

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

Posted by [Crimson](#) on Fri, 12 Jan 2007 22:03:45 GMT

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To be honest, they didn't say specifically if it would open new/specific missions or not. But after meeting the Full-Motion Video Director and the awesome Dragon Dronet who did costuming, sets, and props, I can't wait to play the game to see how it all comes together. I don't have my notes with me at the moment, but between GDI, Nod, and the Aliens, there are something like 35 different missions, lasting anywhere from 10-45 minutes, or longer depending on your skill level and strategy.

One of the things I found really cool was that when you play the Skirmish games against the computer, there are distinct personalities to play with.

Offensive: Starts attacking you pretty much right away.

Defensive: The "turtler" who hangs back and doesn't attack you unless it thinks/knows it has the advantage.

Overlord: Builds up huge forces of infantry, tanks, and aircraft. Then it throws them all at you in huge waves.

Guerilla: Does the sneakier stuff like hitting you from two different sides and elaborate combinations of units

Optimal: This AI personality is supposed to combine the best qualities of all the personalities and be the most difficult one to defeat.

Out of these personalities, you can go against Easy, Medium, Hard, and Brutal. Brutal is the same

as Hard, but with cheats, basically, so he can build faster than you and have more money than you.

The neat part about the AI for modders is that the AI is all defined in XML files and new personalities can be created. They had quite a few modders present. The development tools probably won't be out at the same time as the game, but they are supposed to come out very soon after.

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

Posted by [warranto](#) on Fri, 12 Jan 2007 22:06:48 GMT

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Hmm.. I must admit that I was sceptical about how this would turn out, especially after how the series was treated with the release of Generals (not saying the game itself was bad, just in comparison to the other "C&C" games).

But if some of the more hardcore fans are appreciative of what has been done, it may be worthwhile to preorder it.

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

Posted by [Canadacdn](#) on Fri, 12 Jan 2007 22:07:22 GMT

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They should have an AI setting for a guy that leaves when you are about to win.

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

Posted by [Aprime](#) on Fri, 12 Jan 2007 22:09:04 GMT

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Wow, I like learned two things (being the average length of missions and the AI levels).

Come on. :\

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

Posted by [Crimson](#) on Fri, 12 Jan 2007 22:13:02 GMT

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Like I said, all my notes are at home. For some reason I thought the 12th was Saturday, not today, so I wasn't prepared. We'll get to talk about it a lot this weekend.

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

Posted by [warranto](#) on Fri, 12 Jan 2007 22:14:15 GMT

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Canadacd wrote on Fri, 12 January 2007 15:07 They should have an AI setting for a guy that leaves when you are about to win.

Heh, new setting:

"n00b"

Does nothing special. Complains after every unit and building is destroyed. Quits after losing all important structure. Before quitting it complains "I'm going to report you to Westwood!" (yes, Westwood) or "I Work for EA and I'm going to ban your cd-key!"

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

Posted by [Goztow](#) on Fri, 12 Jan 2007 22:55:39 GMT

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Good read .

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

Posted by [Beanyhead](#) on Fri, 12 Jan 2007 23:47:31 GMT

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C&C 3... w00t!

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

Posted by [OWA](#) on Sat, 13 Jan 2007 00:05:01 GMT

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Goztow wrote on Fri, 12 January 2007 22:55 Good read .

I agree. Now no one can tell me that Supreme Commander will beat C&C's ass.

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

Posted by [m1a1_abrams](#) on Sat, 13 Jan 2007 21:58:05 GMT

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Ooh, 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.

Subject: Re: C&C3 Community Summit - Press Embargo lifted!
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 13 Jan 2007 23:24:06 GMT
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I think a good skirmish idea would be bringing back the sub-factions Westwood introduced in Emperor.

Subject: Re: C&C3 Community Summit - Press Embargo lifted!
Posted by [danpaul88](#) on Sun, 14 Jan 2007 00:24:42 GMT
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one winged angel wrote on Sat, 13 January 2007 00:05Goztow wrote on Fri, 12 January 2007 22:55Good read .
I agree. Now no one can tell me that Supreme Commander will beat C&C's ass.

Supreme Commander > all how dare you suggest otherwise!

Having played the Supreme Commander beta I can say it certainly lives up to my expectations, which is more than any EA games in the last few years have done...

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.

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

Posted by [Canadacdn](#) on Sun, 14 Jan 2007 17:09:09 GMT

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Quote: 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.

News story 2 weeks after C&C 3's release:

"C&C 3 MAKES IT EASY FOR KIDS TO ACCESS PORN!? CAMERA SHOWS CHILD A PENIS"

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

Posted by [Zion](#) on Sun, 14 Jan 2007 17:19:22 GMT

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Canadacdn wrote on Sun, 14 January 2007 17:09Quote: 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.

News story 2 weeks after C&C 3's release:

"C&C 3 MAKES IT EASY FOR KIDS TO ACCESS PORN!? CAMERA SHOWS CHILD A PENIS"

Hahaha, true

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

Posted by [icedog90](#) on Sun, 14 Jan 2007 18:26:16 GMT

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danpaul88 wrote on Sat, 13 January 2007 16:24Supreme Commander > all how dare you suggest otherwise!

Having played the Supreme Commander beta I can say it certainly lives up to my expectations, which is more than any EA games in the last few years have done...

Hell yeah for Supreme Commander! I've been playing the beta since November. It's such a great game, but unfortunately due to being a beta and not being fully optimized yet, I get TERRIBLE performance with everything on low. I mean 3 FPS at tech 3.

Subject: Re: C&C3 Community Summit - Press Embargo lifted!
Posted by [YSLMuffins](#) on Mon, 15 Jan 2007 04:43:07 GMT
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Is there an EVA? One that says Unit Lost, New Construction Options, Training, and all that good stuff?

Subject: Re: C&C3 Community Summit - Press Embargo lifted!
Posted by [Kanezor](#) on Mon, 15 Jan 2007 05:05:55 GMT
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Crimson wrote on Sat, 13 January 2007 20:50when 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. Awesome? Yeah. Begging for a lawsuit? Absolutely.

Subject: Re: C&C3 Community Summit - Press Embargo lifted!
Posted by [Crimson](#) on Mon, 15 Jan 2007 06:12:13 GMT
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YSLMuffins wrote on Sun, 14 January 2007 21:43Is there an EVA? One that says Unit Lost, New Construction Options, Training, and all that good stuff?

Yes! The whole look and feel is VERY C&C-like. There IS an EVA voice saying those things. The sidebar is also really nice. There are tooltips on everything which lists the prerequisites and marks which ones you haven't met yet. The tooltip delay will be adjustable so you can make them not show up once you learn the game.

The most exciting part to me is the storyline with something like 90 minutes of 720p HD video. We got to hang out with the guys who add the digital effects to the camera footage (They had a Wii but they wouldn't let us play with it.)... they showed us a before and after of some clips they were actively working on. In fact we spent a lot of time just on the FMVs, while not getting to know much of the storyline at all. I guess they don't want us ruining the ending before it's even out.

Subject: Re: C&C3 Community Summit - Press Embargo lifted!
Posted by [fl00d3d](#) on Mon, 15 Jan 2007 06:19:13 GMT
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lol, one day there is going to be some unexpected half naked person playing ... wins ... and exposes himself to a child unknowingly. haha - automatic camming ftw.

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

Posted by [OWA](#) on Mon, 15 Jan 2007 19:52:16 GMT

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icedog90 wrote on Sun, 14 January 2007 18:26danpaul88 wrote on Sat, 13 January 2007 16:24Supreme Commander > all how dare you suggest otherwise!

Having played the Supreme Commander beta I can say it certainly lives up to my expectations, which is more than any EA games in the last few years have done...

Hell yeah for Supreme Commander! I've been playing the beta since November. It's such a great game, but unfortunately due to being a beta and not being fully optimized yet, I get TERRIBLE performance with everything on low. I mean 3 FPS at tech 3.

The beta of SC wont run on my PC without substantial framerate lag. The only reason I used Supreme Commander as an example is that it was mentioned as C&C3's biggest rival in Gamesmater Magazine. Also my friend has been rubbing it in my face telling me that C&C3 is going to be a Generals clone and that SC is going to own it into the floor. I think otherwise

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

Posted by [Goztow](#) on Mon, 15 Jan 2007 22:12:00 GMT

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You know, we got Kane... they don't... That's where this "battle" ends .

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

Posted by [Cpo64](#) on Mon, 15 Jan 2007 22:26:37 GMT

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Its the 15th now, where is our dirt!!!

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

Posted by [terminator 101](#) on Thu, 18 Jan 2007 06:32:47 GMT

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Is there even a slight chance that EA might port the next C&C game to PS3?

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

Posted by [fl00d3d](#) on Thu, 18 Jan 2007 12:30:04 GMT

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bump

Was there any talk about C&C:Renegade?

...

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

Posted by [Crimson](#) on Thu, 18 Jan 2007 18:45:55 GMT

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I went there pretty convinced that Renegade would be the black sheep but surprisingly a lot of the attendees still play from time to time and didn't have anything bad to say.

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

Posted by [CarrierII](#) on Thu, 18 Jan 2007 19:41:26 GMT

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Any promises (or even a mention) of help?
(source code, parts of, etc)

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

Posted by [icedog90](#) on Thu, 18 Jan 2007 23:31:07 GMT

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Yeah... I was wondering the same thing... all this information about C&C 3 is nice... but what about Renegade?

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

Posted by [Canadacdn](#) on Fri, 19 Jan 2007 00:01:25 GMT

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Terminator 101 wrote on Thu, 18 January 2007 00:32Is there even a slight chance that EA might port the next C&C game to PS3?

Fuck the PS3, it would be way more fun to play it on Wii.

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

Posted by [terminator 101](#) on Fri, 19 Jan 2007 00:20:44 GMT

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True, but Wii is probably not fast or strong enough for this game. Besides, since it is being ported to 360, they might as well port it to PS3.

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

Posted by [Crimson](#) on Fri, 19 Jan 2007 00:59:59 GMT

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Basically if we want a patch to be official, it has to be extensive tested and used in the community and proven to be rock solid. As for the source code, it's still in the works but it's going in a positive direction.

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

Posted by [icedog90](#) on Fri, 19 Jan 2007 01:07:03 GMT

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Great news. And that also means that if scripts were to be included in an official patch, it'd have to be rock solid like you said.

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

Posted by [OWA](#) on Sat, 20 Jan 2007 02:35:44 GMT

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Crimson wrote on Fri, 19 January 2007 00:59: Basically if we want a patch to be official, it has to be extensive tested and used in the community and proven to be rock solid. As for the source code, it's still in the works but it's going in a positive direction.

If you do get your hands on the source code, my advice would be to follow the same format that the Scripts.dll package has followed. Or maybe bringing all of the Renegade coders together to work on engine builds without releasing the source (like Renguard or any other Renegade Mod). Just a few ideas I had. If we do get this code though, Renegade will rise again! I'm interested to see how this develops...

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

Posted by [Canadacdn](#) on Sat, 20 Jan 2007 04:40:47 GMT

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icedog90 wrote on Thu, 18 January 2007 19:07: Great news. And that also means that if scripts were to be included in an official patch, it'd have to be rock solid like you said.

hahahahah

What are the chances of that happening?

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

Posted by [Crimson](#) on Thu, 25 Jan 2007 07:45:33 GMT

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OK, so... HeXetic of PlanetCNC.com may or may not have attended a secret or not so secret meeting at EA, where EA may or may not have had the goal of discussing the game in detail with people who may or may not have a more complete understanding of the C&C storyline than some or most of the developers there. Therefore, HeXetic's enhanced coverage of the C&C3 Community Summit may or may not be better than most people's out there because he may or may not have been given a more in-depth look at the game.

This is how it may or may not have been explained to me, anyway.

So, Read HeXetic's coverage and you will be more than ready to play C&C3 when it comes out, at least in between all the time you spend playing Renegade!

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

Posted by [Jecht](#) on Thu, 25 Jan 2007 12:51:43 GMT

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Bazookadudes ftw

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

Posted by [Crimson](#) on Mon, 29 Jan 2007 02:02:15 GMT

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I forgot I had a few post-embargo pictures for you. Many of the presentations we saw took place on this huge screen. I apologize that one of them is blurry... I guess I shook the camera a bit, but the second one is pretty clear. This is from the actual alpha version of the game that we played, but Greg Black is telling us about the game while one of the other guys (I can't remember who) was actually playing it.

You should pay close attention to the sidebar... I think the tooltips are awesome.

If you want to see the full-res (2048x1536) versions, click the links below for the non-thumbnail versions.

File Attachments

1) [DSC00025.thumb.PNG](#), downloaded 331 times



2) [DSC00027.thumb.PNG](#), downloaded 349 times



3) [DSC00025.PNG](#), downloaded 210 times



4) [DSC00027.PNG](#), downloaded 206 times



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

Posted by [Cpo64](#) on Mon, 29 Jan 2007 04:31:27 GMT

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/needs projector to replace insignificant 21.1" wide screen
