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Subject: Command & Conquer 3 System Requirements.

Posted by [Dave Anderson](#) on Fri, 23 Feb 2007 13:31:30 GMT

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The system requirements were published in a copy of PC Gamer magazine, and thank you to CNCDEN and Command & Conquer 3 DOTCOM for providing these. I am happy to say that this should be playable for most people.

Minimum Required Specs:

Windows XP or Windows 2000

1.3 GHz Intel Pentium IV or AMD Athlon processor

256 MB RAM

Nvidia GeForce2 or equivalent video card with 32 MB RAM

DirectX 9.0b compatible sound card

4 GB available hard disk space

Required System:

Microsoft Windows XP

PC with 1.6 Ghz equivalent or higher processor

256 MB of system RAM

512 MB of system RAM for online play with 3 or more players

6 GB available hard disk space

8x speed or faster CD-ROM drive or DVD-ROM drive (for the Collector's Edition)

64 MB GeForce3-class video card. The game only officially supports cards with ATI (Radeon 8500 or greater) and Nvidia chipsets, and the Intel GMA 900 and GMA 950 products. The GeForce 4 MX is not supported

Sound card with speakers or headphones

Microsoft Mouse or compatible pointing device

56.6 Kbps or better modem for 1v1 online play

Broadband connection for online play with 3 or more players

DirectX 9.0c or above.

In regards to Vista and DX10:

"As for DX10, we've thought about releasing a patch but in order to give players some incremental benefit but we really feel developers have to build for DX10 from the ground up."

Source Discussed on our Forum

"It really is fast fun and fluid" "The multiplayer definitely does not suck!"

Greg Black - EA

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Subject: Re: Command & Conquer 3 System Requirements.

Posted by [Goztow](#) on Fri, 23 Feb 2007 13:37:58 GMT

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What I read on cncden is

Minimum: P4 1.8GHz, 512MB RAM, 8GB HD space, DX9.0c 64MB graphic card with 8X DVD

ROM.

Recommended: P4 2.4GHz, 1GB RAM, 128 MB video card.

It seems totally impossible to me to run that game with a 32 MB video card. Generals didn't run with it.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Dave Anderson](#) on Fri, 23 Feb 2007 13:50:19 GMT  
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It's good practice just to double everything they put and use that as a guide. They don't do a very good job at being honest. Besides, when your video card runs out of memory it just sends everything to the paging file. Inefficient to say the least.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Creed3020](#) on Fri, 23 Feb 2007 13:53:10 GMT  
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Dave Anderson wrote on Fri, 23 February 2007 08:50It's good practice just to double everything they put and use that as a guide. They don't do a very good job at being honest.

They want people with crappy systems to buy the game too. Then those people get the shaft because the game never plays like it should because their system's performance sucks. EA makes money selling the game so they are happy, while the customer now is pissed off and must upgrade after all to make their \$65 PC game worthwhile.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Dave Anderson](#) on Fri, 23 Feb 2007 13:54:06 GMT  
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Quote:They want people with crappy systems to buy the game too.

Exactly. More money for them.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Carrierll](#) on Fri, 23 Feb 2007 13:54:51 GMT  
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No, just their definition of "enjoyable" is debatable. I'll be fine, so would my old PC.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Dave Anderson](#) on Fri, 23 Feb 2007 14:26:04 GMT  
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Quote:No, just their definition of "enjoyable" is debatable.

You're right too, but you can't say that he's wrong, because he's not. They are going to post minimum specifications just low enough that you can play the game on lowest settings with decent gameplay. This has an effect on the people with lowerend systems making them think that they can at least play the game. Then, they buy the game and come to realize that when the gameplay starts to get intense, their computer can't keep up. They bought the game, and EA scored profit.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [IronWarrior](#) on Fri, 23 Feb 2007 14:28:55 GMT  
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Wow fucking 4 GB...

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Dave Anderson](#) on Fri, 23 Feb 2007 14:29:42 GMT  
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Supreme Commander recommends 10GB. Hard drives are dirt cheap anyway, so I wouldn't worry about it.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Canadacdn](#) on Fri, 23 Feb 2007 14:44:37 GMT  
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8GB? Shit.

Guess it's time to get more RAM too.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [trooprm02](#) on Sat, 24 Feb 2007 01:07:39 GMT  
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Wow, thats ALOT lower requirements than I expected. The only one that is a little hit is the 4GB of space

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Viking](#) on Sat, 24 Feb 2007 02:27:00 GMT  
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YEAY FOR 250GB HARD DRIVE!

Also I don't have a sound card?

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Renx](#) on Sat, 24 Feb 2007 02:29:20 GMT  
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4GB is not a lot for a game these days.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Ryu](#) on Sat, 24 Feb 2007 02:33:55 GMT  
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Renx wrote on Fri, 23 February 2007 20:29:4GB is not a lot for a game these days.

Aye aye, Anyone know the ETA for the demo?

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Dave Anderson](#) on Sat, 24 Feb 2007 02:40:46 GMT  
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Fileplanet has it marked for the 26th.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [Ryu](#) on Sat, 24 Feb 2007 02:43:25 GMT  
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2 days away!

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [nopol10](#) on Sat, 24 Feb 2007 03:39:08 GMT  
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I'll see if I can run (or download) the demo.

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Subject: Re: Command & Conquer 3 System Requirements.  
Posted by [bandie63](#) on Sat, 24 Feb 2007 04:00:23 GMT  
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The EB Games in my Mall started preorders for it on Tuesday. I'm putting mine in tomorrow if everything goes as planned!

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