
Subject: C&C3 + G15 Keyboard
Posted by [Crimson](#) on Sat, 09 Jun 2007 09:57:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

A non-mentioned benefit of the 1.05 patch that came out recently is that the G15 keyboard's LCD display will display your Harvester count, Unit count, Credits harvested and Credits spent. I have found the unit/harvester counts very helpful (especially since you have to find a harvester in order to select them all to count them). Hopefully with community feedback we can even improve this more.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Jonty](#) on Sat, 09 Jun 2007 10:18:09 GMT
[View Forum Message](#) <> [Reply to Message](#)

Wow, that sounds useful. I have a G15 on my list as the next PC kit to buy.

Even more useful would be for it to show the status and stats of the unit(s) currently selected, like the bit in the bottom-right but with more info. Something like the health of major buildings that you can't currently see would help a lot too.

Edit: Ooh, and I can get it for only £45 new at EBuyer thanks to the £10 off from Google Checkout! (Which I've used before, to get a 7600GT for only £60)

Subject: Re: C&C3 + G15 Keyboard
Posted by [sadukar09](#) on Sat, 09 Jun 2007 11:13:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

ZOMG! thats cool...i want a G15 man video card sucks so ...

Subject: Re: C&C3 + G15 Keyboard
Posted by [JeepRubi](#) on Sat, 09 Jun 2007 11:20:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Hey! I have a GS and it isnt bad...

BUt I do have a G15

Subject: Re: C&C3 + G15 Keyboard
Posted by [Ryu](#) on Sat, 09 Jun 2007 12:01:56 GMT
[View Forum Message](#) <> [Reply to Message](#)

Sweet.

I plan on buying a G15 some time soon.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Carrierll](#) on Sat, 09 Jun 2007 12:08:53 GMT
[View Forum Message](#) <> [Reply to Message](#)

If I buy a G15, my mum will get confused, lol.

Subject: Re: C&C3 + G15 Keyboard
Posted by [JeepRubi](#) on Sat, 09 Jun 2007 14:26:07 GMT
[View Forum Message](#) <> [Reply to Message](#)

Lol, why?

Subject: Re: C&C3 + G15 Keyboard
Posted by [Carrierll](#) on Sat, 09 Jun 2007 14:47:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

She finds anything more complex than an internet browser complicated, as far as PCs are concerned, a keyboard with a screen, and 1800 extra buttons will not help.

Subject: Re: C&C3 + G15 Keyboard
Posted by [WNxCABAL](#) on Sat, 09 Jun 2007 23:58:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

Yeah, tis cool

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Sun, 10 Jun 2007 00:16:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

Neat, I still dislike C&C 3 I just love the G15.

Subject: Re: C&C3 + G15 Keyboard
Posted by [JeepRubi](#) on Sun, 10 Jun 2007 00:59:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

Try the new patch, if you still don't like it, I don't know what to tell you.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Sun, 10 Jun 2007 01:13:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

I dislike it so much, I did not even buy it. I am not giving even a penny of my \$ to EA and there shit games.

Subject: Re: C&C3 + G15 Keyboard
Posted by [exnyte](#) on Sun, 10 Jun 2007 01:41:02 GMT

[View Forum Message](#) <> [Reply to Message](#)

If you think C&C3 is a shit game... you seriously have something wrong with you. Let me guess.. OMG, it's not Westwood, so it CAN'T be good like the others.

Pssst... It is.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Sun, 10 Jun 2007 02:10:35 GMT

[View Forum Message](#) <> [Reply to Message](#)

No, it is shit. I could care less that EA made it if it was good, but no its shit.

Subject: Re: C&C3 + G15 Keyboard
Posted by [JeepRubi](#) on Sun, 10 Jun 2007 02:56:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'm guessing you also "knew" it was going to be so bad that you havent even bothered playing it yet?

Subject: Re: C&C3 + G15 Keyboard
Posted by [Dave Anderson](#) on Sun, 10 Jun 2007 03:17:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

Quote:No, it is shit. I could care less that EA made it if it was good, but no its shit.

What's your valid reason for saying Command & Conquer 3 sucks? You can't possibly base your decision off of the demo. The demo didn't even portray what the actual game came out to be. If

you say its a horrible game just because it was made by EA, then just be quiet, because whether it was made by EA or not, its a good game. You don't have to agree with people that EA is good, but don't base your decision about the game off of the corporation.

As for the G15 features, that's really neat. I bet that the statistics shown will give you a slight advantage in battle.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Sun, 10 Jun 2007 03:44:12 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ok, I said I don't care if EA made it, if WW made it I would not buy it either, it is shit. Need me to spell it? Well I just did over there.

APC carrys 1 "squad" = MEGA FAIL
No sub APC = FAIL
No Fire Storm Wall = FAIL
No Wall = FAIL
No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.
The ion cannon is now just a nuke that looks different = FAIL
EA Making the game for tank rushes = FAIL
The "green crystals = FAIL
Nods war factory = FAIL

I could go on but I don't want to as you are all idiots who think this game is good and will just go "ZOMG ITS JUST ANOTHER STYLE OF GAME WAHHHHHHH" NO WRONG. The game was made as fast and as cheep as possible for EA to make the most money they can making you think that it is good.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Dave Anderson](#) on Sun, 10 Jun 2007 03:50:24 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you played the single-player campaign you would understand. Their intension was not to remake Tiberian Sun. Its a whole other story line.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Sun, 10 Jun 2007 03:55:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Full of bullshit so they could make the game as easy as they possible could. End of discussion, get back on topic make a new one if you want to talk more.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Jonty](#) on Sun, 10 Jun 2007 07:43:01 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking = ULTIMATE FAIL

It's better than Renegade storyline-wise anyway.

Subject: Re: C&C3 + G15 Keyboard
Posted by [nopol10](#) on Sun, 10 Jun 2007 08:06:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Jonty wrote on Sun, 10 June 2007 15:43
It's better than Renegade storyline-wise anyway.

How dare you!

Anyway, I feel the storyline and technology is too similar to Tiberian Dawn. Multiplayer is great.

Subject: Re: C&C3 + G15 Keyboard
Posted by [sadukar09](#) on Mon, 11 Jun 2007 20:31:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Sat, 09 June 2007 22:44Ok, I said I don't care if EA made it, if WW made it I would not buy it either, it is shit. Need me to spell it? Well I just did over there.

APC carrys 1 "squad" = MEGA FAIL

No sub APC = FAIL

No Fire Storm Wall = FAIL

No Wall = FAIL

No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.

The ion cannon is now just a nuke that looks different = FAIL

EA Making the game for tank rushes = FAIL

The "green crystals = FAIL

Nods war factory = FAIL

I could go on but I don't want to as you are all idiots who think this game is good and will just go "ZOMG ITS JUST ANOTHER STYLE OF GAME WAHHHHHHH" NO WRONG. The game was made as fast and as cheep as possible for EA to make the most money they can making you think that it is good.

The "green crystals = FAIL

No green crystals means no CnC no CNC means we wouldnt be here

EA Making the game for tank rushes = FAIL

^ every WW game has been subjected to tank rushes

No Wall = FAIL

I think they are putting it in...in the next patch?

The ion cannon is now just a nuke that looks different = FAIL

Nuke CANNOT BE COUNTERED...try selling a building when the nuke directly explodes...u cant...it just die. but the ion cannon, when it starts to spin, Nod have a chance to sell their buildings

APC carries 1 "squad" = MEGA FAIL

depends on which squads

wouldnt it hurt to have 25 inf squad sitting in a small apc would it? and since the passengers in the apc are allowed to shoot out. It isnt fair for Nod to go against an pretty heavily armored apc with say...5 rocket squads in them would they? The best counter would probably be vertigos but then Nod dont get vertigos until late in the game. While GDI gets APC+Rocket squads early

No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.

There still juggernaut left!!!! and its more useful tactical wise. It be extremely easy for Nod to mass 8 vertigos and just bomb the Mammoth Mk.2 to piece eh?

Nods war factory = FAIL

so you want the same buildings for every side?

In real wars thats an advantage, having a war factory underground means less threat of getting bombed (concrete walls?)

No sub APC = FAIL

wont be fair to have Nod sending it's Fanatics to destroy vital buildings without a counter

No Fire Storm Wall = FAIL

you want the FSW kill your own air units?

Subject: Re: C&C3 + G15 Keyboard

Posted by [Dave Anderson](#) on Mon, 11 Jun 2007 20:40:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think what you said right there makes some good points actually. I was originally going to reply to his post, but I decided not to influence myself into a an argument with someone like Viking.

My original point was going to be that if you play through the single-player campaign he would of understood more. This is the Third Tiberium War, not the days of Tiberian Sun. Technology changes.

Subject: Re: C&C3 + G15 Keyboard

Posted by [cmatt42](#) on Mon, 11 Jun 2007 20:56:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

So I hear there are some nifty things that happen when you have a G15 keyboard while playing C&C3!

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Mon, 11 Jun 2007 21:19:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking brought up a good point, im sorta in a conflict:

- 1)C&C3 is a cnc game, and although i dont like the other cnc rts style games, its new and looked intresting.
 - 2)problem: buying it would only support EA and im against that for what they have done to this game, so I thought about stealing it (torrents)
 - 3)if I do that doesn't show intrest in the cnc franchise and that might ruin the already extreme small hopes of another cnc fps
 - 4)2 things has to happen, either no on buys it (sorta too late but meh), and people complain about the EA record on support, or 2, everyone buys it, even if they not gonna play it, buy 2 or 3 copies even to show support in the cnc franchise and to show EA they could money off another cnc fps
-

Subject: Re: C&C3 + G15 Keyboard
Posted by [Ryu](#) on Mon, 11 Jun 2007 21:33:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Mon, 11 June 2007 16:19

2)problem: buying it would only support EA and im against that for what they have done to this game, so I thought about stealing it (torrents)

Good luck!

Not only will there be no seeders, But the RIAA are cracking down on Public torrents, Your ISP will cap your download and upload on certain ports.

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Mon, 11 Jun 2007 21:39:51 GMT
[View Forum Message](#) <> [Reply to Message](#)

ive gotten countless emails (about 15/month) from the MPAA, MGM (that lion thing before the movie) and paramount for downloading tons and tons of stuff. I have a collection of over 5,000 pirated movies, and my ISP doesnt give a shit. Heres the thing, all these bullshit MPAA etc are american, and we have no (to little) copyright laws in canada, hecne bittorrent is legal. Ive almost been taken to court apparently 15/month? no. FYI, got a 250+seeded CNC3 Torrent atm. Feel

free to tell EA? ill send them the same response I give to all those other emails (supposidly from my ISP on "behalf" of those compaines), "fuck off corporate america".

p.s, i have uncapped dspeed, using a cable modem hax, i pay for 6mbps but get about 26mbps (download speed avg=2.1mb/s)

Subject: Re: C&C3 + G15 Keyboard
Posted by [Carrierll](#) on Mon, 11 Jun 2007 21:43:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm sure there's some caveat in international copyright law that means that post has just incriminated yourself.

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Mon, 11 Jun 2007 21:56:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

2 things:

1)want all my info to send to my primister and to send to the lawyers @ EA? if you want it just ask, they cant do a single thing if im not doing anything illegal.
2)looking at his G15 keyboard and im dumb founded....although it does look slick, and im sure that led screen would be of some use, 75\$ US for a keyboard? OD you not have any better use? I'd atleast by a ram upgrade, or some case mod or a fan, versus a keyboard for 75\$ and appaarently makes you better ingame? I doubt it makes a differene, i use a 12\$ MS standard keyboard, and im sure someone who was good @ cnc3 could rape people with that keyboard and save himself 75\$, but then again its your money

Subject: Re: C&C3 + G15 Keyboard
Posted by [Crimson](#) on Mon, 11 Jun 2007 23:00:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02: You said in another thread that I am too lenient, now you are crossing the line BIG TIME. Please review the rules, especially this one:

Warez: This is a warez-free forum, and supports legitimate ownership of all games, software, music, movies, etc. Do not come here looking for CD/DVD images, serials, or any other form of warez.

Now, back on subject: Why is it a waste to spend \$75 on a keyboard? I already have 2 gigs of RAM, a really fast processor, a l33t video card that EA gave me, a 24" widescreen LCD monitor, flanked by two 19" LCDs, and of course, C&C3 itself which EA also gave me for free. So why can't

I spend \$75 on a keyboard?

Also, the impression I got while at EALA last December was that the sales of this game would determine if there was still life in the C&C franchise and would determine whether or not the big higher-ups who make all the decisions would want them to make another C&C game.

They pulled out all the stops for this game. I got to see firsthand all the big-name talent they pulled in to make the storyline feel real, and I got to meet most/many of the programmers and saw how they did their jobs and what tools they used to do it. I got my brother and friend into the game, too, so now we play 3-vs-3 comp stomps and such a few times a week.

By the way, C&C3 looks S-W-E-E-T on a 24" widescreen LCD. The game supports widescreen and gives me more view of the battlefield.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Ryu](#) on Mon, 11 Jun 2007 23:03:24 GMT

[View Forum Message](#) <> [Reply to Message](#)

troopr02 wrote on Mon, 11 June 2007 16:39ive gotten countless emails (about 15/month) from the MPAA, MGM (that lion thing before the movie) and paramount for downloading tons and tons of stuff. I have a collection of over 5,000 pirated movies, and my ISP doesnt give a shit. Heres the thing, all these bullshit MPAA etc are american, and we have no (to little) copyright laws in canada, hecne bittorrent is legal. Ive almost been taken to court appearently 15/month? no. FYI, got a 250+seeded CNC3 Torrent atm. Feel free to tell EA? ill send them the same response I give to all those other emails (supposidly from my ISP on "behalf" of those compaines), "fuck off corporate america".

p.s, i have uncapped dspeed, using a cable modem hax, i pay for 6mbps but get about 26mbps (download speed avg=2.1mb/s)

Tell me, How much space would 5000 movies take up on HDD space?

EDIT: RIAA & MPAA Are working with most ISP's all around the world.

EDIT EDIT: God damn you man, I wanted to catch troop out.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Drkpwn3r](#) on Mon, 11 Jun 2007 23:07:31 GMT

[View Forum Message](#) <> [Reply to Message](#)

Alex wrote on Mon, 11 June 2007 19:03Tell me, How much space would 5000 movies take up on HDD space?

Approximately: 700*5000 (MB*count), unless there are some 2-4 gig ones in there.

Anyway, shall we get back on topic now?

Subject: Re: C&C3 + G15 Keyboard
Posted by [Carrierll](#) on Mon, 11 Jun 2007 23:10:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

I would personally like one for all the features it has (A G15) however, my mum would find it complicated. damn this shared PC.

I might get C and C3 soon, I need money. lol

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Mon, 11 Jun 2007 23:51:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Mon, 11 June 2007 18:00

Warez: This is a warez-free forum, and supports legitimate ownership of all games, software, music, movies, etc. Do not come here looking for CD/DVD images, serials, or any other form of warez.

um...in absolutly no way did I break that rule.

- 1)I wasnt even talking about warez, warez is illegal, and I dont support it.
- 2)I didnt even ask for cd/dvd images, serials, or any other form of warez.

?????

Subject: Re: C&C3 + G15 Keyboard
Posted by [Drkpwn3r](#) on Mon, 11 Jun 2007 23:55:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Mon, 11 June 2007 19:51um...in absolutly no way did I break that rule.

- 1)I wasnt even talking about warez, warez is illegal, and I dont support it.
- 2)I didnt even ask for cd/dvd images, serials, or any other form of warez.

?????

You were discussing torrents, torrents are not all legal (freeware is legal, things you would normally be required to pay for are illegal) and support warez. Therefore almost all torrents are considered warez.

Anyway: back on topic people, for the love of god. - This means that you be quiet trooprm, before something legal is done to you.

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Tue, 12 Jun 2007 00:04:28 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow, thats the most UNINFORMED post ive ever read in the history of my life.
Torrents are illegal? what country do you live in? torrents are considered warez? ROFL, heres google for you:

define warez: Widely used to denote cracked or pirate versions of commercial software. In other words, illegal pirated software.

^^READ PLX

Subject: Re: C&C3 + G15 Keyboard
Posted by [Drkpwn3r](#) on Tue, 12 Jun 2007 00:06:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Mon, 11 June 2007 20:04... Widely used to denote cracked or pirate versions of commercial software. In other words, illegal pirated software.
Precisely my point, 90% of all torrents are just what you described. Now go cry in the corner.

Now do get back on topic or take it elsewhere please.

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Tue, 12 Jun 2007 00:10:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

wow, your really dont shutup, your so fucking wrong you think your right, ROFL. Im not gonna bother with you,. i try to show you why your wrong, you dont bother and make shit up? people like you dont deserve patients...

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Tue, 12 Jun 2007 00:21:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

IN A PM FROM THAT DRKPW3NER GUY:

If I were wrong, why would you bother to argue with me? I know that you're not quite as smart as you'd like to believe you are, Mr. Ihave2useGewgul2GetMaiFacts.

I have friends who work for the FBI, NSA & CIA, would you prefer that I talk to them about reporting you to your local authorities? Because I know that they'd be more than happy to take down a wannabe.

Now go to your own forums and kiss your own ass and pray that it's not goodbye for you.

^ROFL, like i said, if you want my name, address, postal code, place of eemployeny, just let me know. Also, let me know when the arrive at my house to arrest me so i can dress up like superman and laugh at their faces when the ring my doorbell

wow, thats the 2nd funniest shit thats happened in like 4 months, first the guy who said he's gonna call swat on me for called him gay, then this, im loving it?

Subject: Re: C&C3 + G15 Keyboard
Posted by [Drkpwn3r](#) on Tue, 12 Jun 2007 00:25:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

I never said that? Nice of you to post false facts my friend.

Now do be quiet so these people can stay on topic.

Subject: Re: C&C3 + G15 Keyboard
Posted by [trooprm02](#) on Tue, 12 Jun 2007 00:46:20 GMT
[View Forum Message](#) <> [Reply to Message](#)

ROFFLFLFLFLFLFLFLFLFL, I was hoping for something like this:

Oh you didnt say that? Ok I guess your right.

<http://img382.imageshack.us/img382/2276/roflba1.png>

^I still didnt say it? LMFAO, To the silo?

Subject: Re: C&C3 + G15 Keyboard
Posted by [Jecht](#) on Tue, 12 Jun 2007 00:54:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

That keyboard looks pretty snazzy. Too bad it costs 71 dollars at newegg.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Crimson](#) on Tue, 12 Jun 2007 01:46:10 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02, you are blatantly talking about illegally acquiring C&C3. Don't try to wiggle around it

with semantics. Just cease the discussion, period.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Tue, 12 Jun 2007 02:39:59 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crim, 8800 is WAY better than that one EA gave you.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Crusader](#) on Tue, 12 Jun 2007 02:41:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Sat, 09 June 2007 20:13 I dislike it so much, I did not even buy it. I am not giving even a penny of my \$ to EA and there shit games.

Me too...their games are the purest shit. I feel nauseated everytime I look at that gay green box.

Well, regarding the topic at hand...I saw some pics of this keyboard...look too complicated. For me, the simpler the better.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Crimson](#) on Tue, 12 Jun 2007 02:51:19 GMT
[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Mon, 11 June 2007 19:39 Crim, 8800 is WAY better than that one EA gave you.

But not NEARLY as inexpensive. QED

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Tue, 12 Jun 2007 03:25:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

It is worth every single penny.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Jonty](#) on Tue, 12 Jun 2007 06:36:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

troopr02 wrote on Tue, 12 June 2007
01:46 <http://img382.imageshack.us/img382/2276/roflba1.png>

rofl windoze 2000

Or maybe even 98? If so, ha, you can't use scripts anymore.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Dave Anderson](#) on Tue, 12 Jun 2007 07:02:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yes! He definitely has over 5,000 pirated movies taking up approximately 3.4 Tarabytes of space on an operating system that has a 130 Gigabyte hard drive limitation! Woo!

Subject: Re: C&C3 + G15 Keyboard

Posted by [Viking](#) on Tue, 12 Jun 2007 07:11:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

He put them all on flash drives...

Subject: Re: C&C3 + G15 Keyboard

Posted by [Crimson](#) on Tue, 12 Jun 2007 07:27:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

Blazer and I have a 4TB XRaid for our... uh... stuff.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Viking](#) on Tue, 12 Jun 2007 07:42:17 GMT

[View Forum Message](#) <> [Reply to Message](#)

Your porn?

Subject: Re: C&C3 + G15 Keyboard

Posted by [Spoony](#) on Tue, 12 Jun 2007 07:56:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Sat, 09 June 2007 22:44APC carries 1 "squad" = MEGA FAIL
Why? Heaven forbid the damage caused by an engineer rush is actually limited Plus APCs aren't invincible while moving like in previous C&C games

Viking wrote on Sat, 09 June 2007 22:44No sub APC = FAIL
The subterranean units in TS were laughable at best... a game's better off without them.

Viking wrote on Sat, 09 June 2007 22:44No Fire Storm Wall = FAIL

Even more ridiculous than subterranean units. These are basically supercharged walls and walls are a waste of time.

Viking wrote on Sat, 09 June 2007 22:44No Wall = FAIL

Re: Walls are a waste of time. I expect you also subscribe to the theory that base defences should replace your units instead of supporting them, right? No doubt you think that the fact a GDI machinegun turret in Tib Sun beat the flame tank ISN'T completely fucked up.

Viking wrote on Sat, 09 June 2007 22:44No titans and shit = FAIL I don't care what shit story they have to "explain it" its shit.

There are mechs in C&C3: Juggernaut, Avatar, Annihilator. UNLIKE THE MECHS IN TIB SUN, they actually ARE MECHS and function+handle as such. Mechs in Tib Sun were just tanks who didn't slow down to go uphill. Big fucking deal.

Viking wrote on Sat, 09 June 2007 22:44The ion cannon is now just a nuke that looks different = FAIL

uh... compared to the Ion Cannon in C&C and Tib Sun which wasn't really good for anything at all?

Viking wrote on Sat, 09 June 2007 22:44EA Making the game for tank rushes = FAIL

What's so bad about that? Let me list the C&C games who were "made for tank rushes":

C&C

Red Alert

debatably Tib Sun

Red Alert 2 and YR

Renegade

so what are we missing? Oh yeah, Generals and ZH. That must royally confuse you.

Viking wrote on Sat, 09 June 2007 22:44The "green crystals = FAIL

uhhh.... what?

Viking wrote on Sat, 09 June 2007 22:44Nods war factory = FAIL

You preferred the airstrip in C&C1 which meant whichever player was on the left of the map had ZERO CHANCE OF WINNING WHATSOEVER?

Tib Sun had a war factory too, what's the problem?

Viking wrote on Sat, 09 June 2007 22:44The game was made as fast and as cheap as possible for EA to make the most money they can making you think that it is good.

That explains the millions they spent on the cinematics, science research, and the RTS pros to balance it and the patch, I guess? I guess if logic fails you, fall back on uninformed rhetoric...

troopr02 wroteproblem: buying it would only support EA and im against that for what they have done to this game, so I thought about stealing it (torrents)

Disliking something about a company doesn't give you the right to steal their products, retard

Subject: Re: C&C3 + G15 Keyboard
Posted by [Jonty](#) on Tue, 12 Jun 2007 08:11:43 GMT
[View Forum Message](#) <> [Reply to Message](#)

It was awful until the latest patch, which made it into just as good a C&C game as Red Alert and Renegade. It's not on a par with the might of TS though, based on sheer ingeniousness.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Spoony](#) on Tue, 12 Jun 2007 08:24:48 GMT
[View Forum Message](#) <> [Reply to Message](#)

I'm of the opinion TS is one of the worst games I've ever played, mainly because of stuff like the EMP, subterranean units, ridiculous base defences, unbalanced air... each to their own.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Sir Kane](#) on Tue, 12 Jun 2007 09:54:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

trooprm02 wrote on Mon, 11 June 2007 17:56)looking at his G15 keyboard and im dumb founded....although it does look slick, and im sure that led screen would be of some use, 75\$ US for a keyboard? OD you not have any better use? I'd atleast by a ram upgrade, or some case mod or a fan, versus a keyboard for 75\$ and appaarently makes you better ingame?

Are you saying that case mods are useful? That's pathetic. That keyboard has far more use than some stupid CCFL in the case or fans with LEDs.

Then, I couldn't agree more with Spoony, except the wall part. I actually like them because they are a cheap way to (temporarily)defend your base from rushes on all sides, allowing you to get some tanks there to keep the enemy off.

Viking appears to be just another TS fanboy and I never really liked that game, I totally prefer the other C&C games.

Long story short:
Viking = FAIL
C&C3 is an awesome game
Support for the LCD of the keyboard is a neat feature

Subject: Re: C&C3 + G15 Keyboard
Posted by [Goztow](#) on Tue, 12 Jun 2007 10:38:00 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:Viking = FAIL
C&C3 is an awesome game
Support for the LCD of the keyboard is a neat feature
QFT!

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Tue, 12 Jun 2007 15:52:42 GMT
[View Forum Message](#) <> [Reply to Message](#)

I never said I liked TS the best, I like red alert the best. Demo Truck are fucking win, I see no demo trucks in C&C3.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Sir Kane](#) on Tue, 12 Jun 2007 17:22:33 GMT
[View Forum Message](#) <> [Reply to Message](#)

If you weren't so stupid, you would realize that C&C3 is set in the Tiberium story line. So stop going "lololo this Red Alert series game has demotrucks but the Tiberium series game doesn't!!222!1!".

Also, since you kept whining about TS stuff not being in CC3, it makes you look like just another fanboy.

Subject: Re: C&C3 + G15 Keyboard
Posted by [Jonty](#) on Tue, 12 Jun 2007 17:33:49 GMT
[View Forum Message](#) <> [Reply to Message](#)

Red Alert 1 is set before the Tiberium storyline, supposedly, but Red Alert 2 and Generals were just EA-crap. Thankfully they've gone back to the path of righteousness with C&C3, I think the storyline is actually very good. And it's awesome in HD.

Subject: Re: C&C3 + G15 Keyboard
Posted by [jnz](#) on Tue, 12 Jun 2007 17:39:18 GMT
[View Forum Message](#) <> [Reply to Message](#)

I like TS

Subject: Re: C&C3 + G15 Keyboard
Posted by [Viking](#) on Tue, 12 Jun 2007 17:42:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

I never said RA2 was any good just RA1.

Either way I am not arguing anymore, you can have your opinion, and I will have mine. Whoever is correct or incorrect, good for them.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Spoony](#) on Tue, 12 Jun 2007 18:30:18 GMT

[View Forum Message](#) <> [Reply to Message](#)

Viking wrote on Tue, 12 June 2007 10:52 I never said I liked TS the best, I like red alert the best. Demo Truck are fucking win, I see no demo trucks in C&C3. There were no demo trucks in Red Alert either, until the expansion.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Sir Kane](#) on Tue, 12 Jun 2007 21:21:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

TS had them! (Assuming that was the CC game with the exploding harvesters)

Subject: Re: C&C3 + G15 Keyboard

Posted by [Spoony](#) on Tue, 12 Jun 2007 21:25:36 GMT

[View Forum Message](#) <> [Reply to Message](#)

tibsun harv full of blue tib caused quite a bang

Subject: Re: C&C3 + G15 Keyboard

Posted by [Viking](#) on Tue, 12 Jun 2007 21:28:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

Yeah thats good stuff. It is no nuke tho!

Subject: Re: C&C3 + G15 Keyboard

Posted by [sadukar09](#) on Tue, 12 Jun 2007 22:26:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

you can add a nuke explosion to the harvy destrucion anim

Subject: Re: C&C3 + G15 Keyboard

Posted by [Sir Kane](#) on Wed, 13 Jun 2007 20:22:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Spoony. wrote on Tue, 12 June 2007 16:25tibsun harv full of blue tib caused quite a bang
So green tiberium didn't cause any noticable explosion?

Subject: Re: C&C3 + G15 Keyboard

Posted by [Spoony](#) on Thu, 14 Jun 2007 07:44:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

I think it did, but the blue was a lot more powerful IIRC. The blue would definitely take out a structure or two if it was driving through them, not sure about the green.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Sir Kane](#) on Thu, 14 Jun 2007 11:23:43 GMT

[View Forum Message](#) <> [Reply to Message](#)

So "harvester rushes" are actually possible. That's awesome.

Subject: Re: C&C3 + G15 Keyboard

Posted by [Creed3020](#) on Thu, 14 Jun 2007 16:17:32 GMT

[View Forum Message](#) <> [Reply to Message](#)

Silent Kane wrote on Thu, 14 June 2007 07:23So "harvester rushes" are actually possible. That's awesome.

Definatly.

If you lost a bunch of refineries and wanted to inflict some damage on your enemies is a fit of rage, sending harvestors into your enemies base was somewhat effective.

They are heavily armored and often can make it at least into the base of your enemy before they went boom.

Subject: Re: C&C3 + G15 Keyboard

Posted by [sadukar09](#) on Sun, 17 Jun 2007 23:48:39 GMT

[View Forum Message](#) <> [Reply to Message](#)

Creed3020 wrote on Thu, 14 June 2007 11:17Silent Kane wrote on Thu, 14 June 2007 07:23So "harvester rushes" are actually possible. That's awesome.

Definatly.

If you lost a bunch of refineries and wanted to inflict some damage on your enemies is a fit of rage, sending harvestors into your enemies base was somewhat effective.

They are heavily armored and often can make it at least into the base of your enemy before they went boom.

yea but if their Nod, his/her obelisks will just rip them to pieces (along with laser turrets)
