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Subject: Re: C&C 3 Demo Coming Soon!

Posted by [Crimson](#) on Fri, 16 Feb 2007 21:11:13 GMT

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On all the maps I played, the starting bases were near tiberium fields, so you just build your ref near the field... I don't remember a time when the harvesters acted retarded. Plus you can (and should) have more than one, so...

And yes, the AI is supposed to be really good. They are pre-coding something like 5 pre-set personalities and something like 6 difficulty levels. But, the AI is completely controlled by XML files so they can continue to be enhanced over time and have new personalities developed by the modding community.

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