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Subject: Re: C&C3 Demo and C&C3 Official Website discussion (merged)

Posted by [Jecht](#) on Fri, 02 Mar 2007 16:26:50 GMT

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Darkknight wrote on Fri, 02 March 2007 08:13MaidenTy1 wrote on Fri, 02 March 2007 09:25Dave Anderson wrote on Fri, 02 March 2007 08:45EvilWhiteDragon wrote on Fri, 02 March 2007 06:54Crimson wrote on Fri, 02 March 2007 00:09I knew they took the walls out but I never used them so I didn't realize they were a big deal.

you said yourself that you never really played rts games...

Maybe we would have been better off if someone who did play a lot of TD and TS etc. That way EA would have gotten proper comments on it..

Instead, all people do is bitch at EA and act like idiots. I don't understand how they think they will get EA to do something or their opinions will be heard if they act like jack ass's all the time. I was starting to think I was the only one here who realised that.

I wasn't pointing the finger at anyone. Their were enough people there who I'm sure have played this style of game. Still though the positive side to all those regardless if you like the game or not is the C&C Universe goes on. Someday maybe a new Renegade. Would be nice to see Ren in this universe made with the new graphics out there.

Renegade set in the Tiberian/um Wars setting with graphics superior to BF2. The sound of that is secksi. But would it be well supported(By Electronic Arts I mean.)?

Anyways, I too would like to see walls(and gates for that matter) included in some sort of a patch or an expansion pack. Also, perhaps a collapsible control for displaying superpowers and such so they aren't in our way all the time.

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