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Subject: Re: C&C 3 Reviewed!

Posted by [Dave Anderson](#) on Wed, 28 Mar 2007 20:48:58 GMT

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They have been having problems with anything related to the Online play or the patches. There is an article about it on CNCDEN.

CNCDEN News Article [EA Acknowledges Multiplayer Problems](#)

Tue - Mar 27, 2007, 11:31 pm [EST] posted by Lion

C&C3 icon

At least EA is aware there's some big problems with the online segment of the C&C3 game. The following was posted by an EALA Dev Team member on the official C&C3 forums tonight:

I'm on the Dev team here at EALA. I apologize for the teething problems with Multiplayer; I fully acknowledge that we've had a bumpy start with the on-line lobbies. I hope you'll be patient as we work through the issues. We're actively tracking and working on the following problems right now:

1. Frequent disconnects while you are in the on-line lobbies
2. Occasional crashes when you switch between auto-match and custom match (and sometimes when you switch between lobbies in custom match)
3. Difficulty in browsing games or joining a game because the game list constantly refreshes and the slider bar jumps to the top of the game list scroll bar

We're also looking at why some of you are having problems with the patching system. We may contact you individually to get more information in order to help us make a fix.

We're looking at posting a new patch within the next day or two to address some of these issues. This is not a promise to post a fix for everything - just a promise to fix as much as we can as quickly as we can.

Please hang in there... we're working on the issues.

Like I said in my previous post, it's just day one. So hopefully they'll fix what needs fixin with a quickie patch. At least I know the problems weren't on my end. I did manage to watch a couple live C&C3 games tonight via the BattleCast feature that allows that. I saw one player using SCRIN, and he wooped up on the Nod player big time.

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UPDATE: EA is working on the servers tonight. They'll be down from 8:45P.M. - 9:00P.M. (PST) They're doing some server changes that should hopefully reduce the number of lobby disconnects that folks have been seeing.

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