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Subject: Re: cnc3 is the best CNC game to date  
Posted by [Lone0001](#) on Wed, 28 Nov 2007 16:58:12 GMT  
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Rocko wrote on Tue, 27 November 2007 22:29{SB}Lone0001 wrote on Tue, 27 November 2007 22:00bugs that should have been solved by release time I'm sure Westwood would have solved bugs like that there was so many that EA had where they were probly thinking "oh they won't notice this bug no need to fix it" when the bug affected the game a great deal and made it even crappier even tho it still is crappy, in my book Westwood much better than EA.  
name one

well technically if it was WW I'm sure they would make another renegade first, and I can name 1 very clear one that was present at C&C3's release the one where it was clear ground and everything and it would not let you build there that is a bug that should have been fixed by release.

Spoony wrote on Tue, 27 November 2007 22:05{SB}Lone0001 wrote on Tue, 27 November 2007 22:00bugs that should have been solved by release time I'm sure Westwood would have solved bugs like that  
But they didn't.

{SB}Lone0001 wrote on Tue, 27 November 2007 22:00there was so many that EA had where they were probly thinking "oh they won't notice this bug no need to fix it" when the bug affected the game a great deal  
That's ridiculous and all the evidence points to the contrary.

The bug I just listed was an easily spotted bug and they did nothing to fix it by release

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