Subject: Command & Conquer Coming to PSP
Posted by Demolition man on Tue, 29 Mar 2005 12:44:38 GMT
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Quote:Westwood Studios, famed developer of the Command & Conquer series, recently commented to CNN on the launch of Sony's PSP video game handheld. During the brief interview, the President of Electronic Arts, who now own Westwood Studios, revealed that a Command & Conquer game will appear on the PSP.
http://www.modojo.com/articles/news/20050328/80/
I dunno how good a RTS would work on the PSP... on the DS it would work better b/c off the touchscreen...

Subject: Command & Conquer Coming to PSP
Posted by Chronojam on Tue, 29 Mar 2005 13:51:32 GMT
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It'd be very good to play C&C with a touchscreen. You might need a little "no" button on the sidebar to deselct though, but for commanding units it'd kick ass to poke them and point them on their way XD

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Tue, 29 Mar 2005 14:11:33 GMT
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I'd rather have far superior graphics then some cheap gimmick.

Subject: Command & Conquer Coming to PSP
Posted by SuperMidget on Tue, 29 Mar 2005 14:35:45 GMT
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Sir PhoenixxI'd rather have far superior graphics then some cheap gimmick.
Agreed, and save money by not buying this new technological piece of garbage.

How much IS the PSP anyways? I've heard ads for it, but nothing is mentioned of the price.

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Tue, 29 Mar 2005 14:50:15 GMT
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The PSP is supposed to be about $180, only $30 more then the DS for something that's about twice as powerful and has more features.

Subject: Command & Conquer Coming to PSP
Posted by Demolition man on Tue, 29 Mar 2005 14:56:51 GMT
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Sir PhoenixxI'd rather have far superior graphics then some cheap gimmick.so GFX is more important then gameplay for you.

The PSP Value pack is $249 thats the price to compare it with b/c nintendo doesn't just sell the NDS they also add stuff so its $100 more...

Subject: Command & Conquer Coming to PSP
Posted by TheGunrun on Tue, 29 Mar 2005 14:57:17 GMT
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more like 250$... Well in new jersey

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Tue, 29 Mar 2005 15:05:44 GMT
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Demolition manSir PhoenixxI'd rather have far superior graphics then some cheap gimmick.so GFX is more important then gameplay for you.

The PSP Value pack is $249 thats the price to compare it with b/c nintendo doesn't just sell the NDS they also add stuff so its $100 more...
No, gameplay is more important to me then graphics. The DS having a cheap useless gimmick doesn't constitute gameplay.

The PSP is $180, the DS is $150, a $30 difference. The PSP bundles include games, cases, earphones, demos, etc., it is in no way comparable to the DS by itself.

Subject: Command & Conquer Coming to PSP
Posted by Demolition man on Tue, 29 Mar 2005 15:38:01 GMT
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I dunno where u get ur hardware... but i just check the net quick and bestbuy has it for 250... and amazon has the value pack for $319.97...

The PSP isn't out in euroland so i can't check my own stores... The NDS is 150 here i thought.

O and i don't see the touchscreen as a useless gimmick you can have way better control for RTS and FPS games..

Subject: Command & Conquer Coming to PSP
Posted by PiMuRho on Tue, 29 Mar 2005 15:46:25 GMT
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I'd love to know how Westwood Studios commented on anything, when they haven't existed in any form for several years.

"I'm prepared to make the necessary move."
A personal quote? From who, exactly?

Why would the games have to be totally revamped for the UMD architecture? UMD is the storage format, not the console architecture.

Also, any RTS that has to be controlled with anything other than a mouse is going to FAIL. I'm looking at you, C&C N64. There's a reason why EA didn't whip out an Xbox port of Generals - the control paradigm doesn't work without a mouse.
The exception to this would, ironically, be the DS. Touchscreen/stylus would be an almost perfect way to play an RTS.

Or, in other words, the article is fake or horribly incorrect.

Subject: Command & Conquer Coming to PSP
Posted by Demolition man on Tue, 29 Mar 2005 16:06:06 GMT
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I also looked at the CNN site and couldn't find where they got it from...

Subject: Command & Conquer Coming to PSP
Posted by Vitaminous on Tue, 29 Mar 2005 16:54:45 GMT
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Thanks for the false information.

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Tue, 29 Mar 2005 17:17:22 GMT
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Demolition manI dunno where u get ur hardware... but i just check the net quick and bestbuy has it for 250... and amazon has the value pack for $319.97...

The PSP isn't out in euroland so i can't check my own stores... The NDS is 150 here i thought.

CompUSAThis package comes with 32MB Memory Stick Duo, headphones with remote control, battery pack, AC adapter, soft case and cleaning cloth, movie/music/game video sampler UMD

disc and a special UMD video release of the feature film Spider-Man 2.
You're still comparing the price of the PSP bundle to the DS by itself. Like I said, the PSP is $180 and the DS is $150, how much the bundle is compared to the DS itself is completely irrelevant.

Quote:O and i don't see the touchscreen as a useless gimmick you can have way better control for RTS and FPS games..
For a strategy game or another similar top-down style game, yeah, but it would suck in FPS games.

The PSP's controls would still be good for an RTS. You can use the analog stick/nub as the cursor (like a mouse), X for selecting, Square for deselecting, O and the direction buttons for creating groups, Triangle and the direction buttons for making bookmarks to quickly go back to a certain area. Select to access the building menu, and Start to pause/options.

Subject: Command & Conquer Coming to PSP
Posted by PiMuRho on Tue, 29 Mar 2005 17:20:32 GMT
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Analogue sticks are too linear for the mouse-style control that an RTS needs.

How long would it take to move your cursor from one side of the screen to the other with a stick compared to a mouse? How about drag selecting?
Why do you think RTS games haven't been a particularly big hit on consoles?

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Tue, 29 Mar 2005 17:27:47 GMT
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Quote:How long would it take to move your cursor from one side of the screen to the other with a stick compared to a mouse? How about drag selecting?
Probably not as quickly, but it depends on how much you move the nub.

Quote:Why do you think RTS games haven't been a particularly big hit on consoles?
No reason. Sony makes a keyboard and mouse for the PS2, so if there were RTS games on the PS2 and someone wanted to they could play it with a keyboard and mouse.

Subject: Command & Conquer Coming to PSP
Posted by PiMuRho on Tue, 29 Mar 2005 17:29:16 GMT
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The reason is that

a) Controllers suck for controlling a cursor

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b) Having to buy extra hardware (mouse) just to play a game will put people off buying the game.

Subject: Command & Conquer Coming to PSP
Posted by Vitaminous on Tue, 29 Mar 2005 17:32:56 GMT
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Not if the hardware is bundled in the package.

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Tue, 29 Mar 2005 17:34:13 GMT
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Quote:a) Controllers suck for controlling a cursor
If you're not use to it, yeah it would.

Subject: Command & Conquer Coming to PSP
Posted by ADM on Tue, 29 Mar 2005 18:04:59 GMT
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I heard that the NDS touchscreen has half a second delay. If so then that really would be bad.

Also remember that mouse precision is alot more advanced than that of an analogue stick.

Subject: Command & Conquer Coming to PSP
Posted by Demolition man on Tue, 29 Mar 2005 19:39:49 GMT
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Sir PhoenixxDemolition manI dunno where u get ur hardware... but i just check the net quick and bestbuy has it for 250... and amazon has the value pack for $319.97...

The PSP isn't out in euroland so i can't check my own stores... The NDS is 150 here i thought.

CompUSAThis package comes with 32MB Memory Stick Duo, headphones with remote control, battery pack, AC adapter, soft case and cleaning cloth, movie/music/game video sampler UMD disc and a special UMD video release of the feature film Spider-Man 2.
You're still comparing the price of the PSP bundle to the DS by itself. Like I said, the PSP is $180 and the DS is $150, how much the bundle is compared to the DS itself is completely irrelevant. The DS has its own extra's with it for the 150. Like battery, Metrio demo, adapter, headphones, stylus and more that i don't know.

Subject: Command & Conquer Coming to PSP
Posted by Oblivion165 on Tue, 29 Mar 2005 19:58:04 GMT
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DS is better than PSP. Sony couldnt design their way out of the asian market.

They dont have any care in the world for quality, their games are always sports or some shitty racing game and when they fuck up, they dont make any effort to correct themselve or learn from their mistakes.

The PSP at my local walmart is $250. Thats $100 over the DS for a sytem where the square button doesnt work, and headphones. HEADPHONES!?!? come on! I would hate to see you guys at a car dealership

"Oh man come on Tod, its 3 grand over Terry car lot, you have to make me some kind of offer. Headphones you say? Great deal Tod, great deal. Oh i dont care if the transmission doesnt work."

NO.

Dont forget the disk shoots out like a ninja star if you slighty twist the system.

"What Tod? I can re-buy my games for the same price after they broke in half? Gee Tod, your too nice to me."

Subject: Command & Conquer Coming to PSP
Posted by Chronojam on Tue, 29 Mar 2005 23:08:33 GMT
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Sir Phoenixx

The PSP's controls would still be good for an RTS. You can use the analog stick/nub as the cursor (like a mouse), X for selecting, Square for deselecting, O and the direction buttons for creating groups, Triangle and the direction buttons for making bookmarks to quickly go back to a certain area. Select to access the building menu, and Start to pause/options.

Bullshit. It's hard to play simple ol' TS on a real computer with a little accupoint cursor controller, I doubt it'd become suddenly easier with less keybinds to pick from.

Subject: Command & Conquer Coming to PSP
Posted by Walrus on Tue, 29 Mar 2005 23:12:00 GMT
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I would have to go with the ds. Not because i'm a nintendo fan boy, but because my hands are a bit crap and I keep dropping my gb advanced, it hasn't broken once. The sp though has almost no shielding. Odd I know, but I have to consider these things.

Subject: Command & Conquer Coming to PSP
Posted by rm5248 on Wed, 30 Mar 2005 00:38:40 GMT
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^^DS is a lot more durable. I just saw my friend's PSP, he said that it scratches sooo easily.

I do agree, C&C would be better with the touch screen.

Subject: Command & Conquer Coming to PSP
Posted by Deathgod on Wed, 30 Mar 2005 00:48:39 GMT
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Sony's making everyone in the US sell the PSP as the value pack because they lost their ass on the Japanese launch. Everyone bought systems, but the tie ratio for software and accessories was one of the lowest ever for a system launch. Thus, they force the tie ratio higher here so they're not losing as much. I imagine the European launch will be similar. So, saying the PSP costs $180 is a lie. It was going to sell for $199 separately anyhow, so I am not sure where you're making up your info from.

As for the DS being worse off, it would be infinitely better for an RTS, and you get just as many extras with it for $150 as you do with a PSP for 100 bucks more. The DS also has a huge library right off the bat with older GBA/GBC games, and with the wireless connectivity and microphone people are working on VoIP software for it as well as many other homebrew applications. The PSP will also have these but nothing as useful as free phone calls, I'd imagine.

Lastly, Sony makes shitty hardware. This is their 3rd system that has launched with admitted (and unadmitted) defects. That's a bad track record considering they've only launched 3 systems. Nintendo's systems work for many years down the road under the harshest of conditions. I know people who have flushed GBs and GBAs down the toilet to have them work once they dried off. I took a GBA in the ocean and it worked just fine about 10 minutes after I pulled it out. I took a heat gun to the front of a GBA and it melted the screen protector but once I took that off it worked fine. I'd love to see a Sony system do that... Hell, your PS/PS2 will have trouble under normal wear and tear after a few years because they're made of shitty parts.

Subject: Command & Conquer Coming to PSP
Posted by Renx on Wed, 30 Mar 2005 02:35:50 GMT
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Lol, I left my original GB out in the rain before when I was little, but it worked just fine after it dried off. And my NES still works great too...better than my cousin's PS1 anyway, they seem to like it more...

Oh and deathgod, you forgot to add to your list that Sony also sells illegal hardware(Look at Blazer's topic)

Subject: Command & Conquer Coming to PSP
Posted by YSLMuffins on Wed, 30 Mar 2005 02:40:55 GMT
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My parents had a Sony TV that lasted 22 years. So I dunno about Sony's gaming products, but I've had the impression over all that Sony is a good brand.

It better, because I just bought a 19" Sony LCD monitor.

Subject: Command & Conquer Coming to PSP
Posted by Chronojam on Wed, 30 Mar 2005 03:07:05 GMT
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Their consoles seem to break within a year of the next console's release, or sooner.

Subject: Command & Conquer Coming to PSP
Posted by Javaxcx on Wed, 30 Mar 2005 03:15:22 GMT
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Well, to be fair, I agree that Sony's products are a piece of crap. My PS2 has already had to be replaced because the laser gave out after roughly 3 years of use.

However, a friend of mine purchased a DS, and only weeks afterward, the backscreen shattered and ink filled the glass. Kinda like when you press on the screen of those solar calculators and see rainbow colours. It's a shame he didn't get the warranty.

Subject: Command & Conquer Coming to PSP
Posted by Deathgod on Wed, 30 Mar 2005 03:57:28 GMT
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JavaxcxWell, to be fair, I agree that Sony's products are a piece of crap. My PS2 has already had to be replaced because the laser gave out after roughly 3 years of use.

However, a friend of mine purchased a DS, and only weeks afterward, the backscreen shattered and ink filled the glass. Kinda like when you press on the screen of those solar calculators and see rainbow colours. It's a shame he didn't get the warranty.

Your friend is a fucktard. LCD screens don't just 'shatter' for no reason, it takes quite a bit of abuse. We used to stress-test GBAs at work when we were bored, and you'd be surprised how hard you can hit one of those before it breaks.

Subject: Command & Conquer Coming to PSP

Posted by icedog90 on Wed, 30 Mar 2005 07:22:34 GMT
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When I saw the PSP bundle pack in a magazine, it was $400. This was about a week ago.

Subject: Command & Conquer Coming to PSP
Posted by Falconxl on Wed, 30 Mar 2005 08:05:45 GMT
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A digitizer is not a good idea for gaming. Ask anyone who has a PDA. It's not hard to damage a digitizer just through normal use.

I've tried a DS and a PSP, the PSP just kicks the DS's ass in so many ways. Integrated Wireless, MP3 player, Picture Viewer, Portable Movie player and games with way better graphics and CD quality sound, vs. a digitizer.

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Wed, 30 Mar 2005 13:55:50 GMT
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JavaxcxWell, to be fair, I agree that Sony's products are a piece of crap. My PS2 has already had to be replaced because the laser gave out after roughly 3 years of use.
So you having to replace it is somehow their fault? You know, you could have opened it, cleaned the laser lense, and alter the position of the laser until the 'disk read error' stopped?

I've had mine for 4-5 years, only recently has it started the 'disk read error' and stopped working, it only took 15-20 minutes with a small screw driver a butter knife, and a q-tip to fix it and completely remove the disk read errors, it has yet to mess up since then.

Subject: Command & Conquer Coming to PSP
Posted by rm5248 on Wed, 30 Mar 2005 20:35:22 GMT
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FalconxlI've tried a DS and a PSP, the PSP just kicks the DS's ass in so many ways. Integrated Wireless, MP3 player, Picture Viewer, Portable Movie player and games with way better graphics and CD quality sound, vs. a digitizer.

The DS does have integrated wireless. You can connect with up to 16 people, and you only need 1 game pack.

Subject: Command & Conquer Coming to PSP
Posted by Javaxcx on Thu, 31 Mar 2005 00:17:52 GMT

Sir PhoenixxSo you having to replace it is somehow their fault? You know, you could have opened it, cleaned the laser lense, and alter the position of the laser until the 'disk read error' stopped?

I did that. It was the first thing I did when I got disc read errors on many different discs.

Subject: Command & Conquer Coming to PSP
Posted by Dave Mason on Thu, 31 Mar 2005 00:25:02 GMT

Isn't it illegal to open up game cases like that?

I saw an article on it somewhere, Some guy who opened up an xbox and overclocked it.

Not that it'd stop me from doing it anyway..

Subject: Command & Conquer Coming to PSP
Posted by rm5248 on Thu, 31 Mar 2005 00:32:01 GMT

Why would it be illigal? You bought the freaking thing... But of course, we have some dumb laws in the world.

Subject: Command & Conquer Coming to PSP
Posted by Unusual_Rex on Thu, 31 Mar 2005 00:55:43 GMT

The DS rock I have one. C&C would work ALOT better on DS then PSP. Besides the PSP's graphics are only a little better than DS. DS's graphics are about equal to PlayStation's and PSP's are equal to Sega Dream Casts.

Subject: Command & Conquer Coming to PSP
Posted by Sir Phoenixx on Thu, 31 Mar 2005 03:26:07 GMT

DJMIsn't it illegal to open up game cases like that?

I saw an article on it somewhere, Some guy who opened up an xbox and overclocked it.

Not that it'd stop me from doing it anyway..

Uh, no it isn't illegal... It just voids your warranty. Which doesn't really matter since it takes a few years for the laser to get dirty enough and out of alignment/etc., way past the 90 day warranty.

Quote:Besides the PSP's graphics are only a little better than DS. DS's graphics are about equal to PlayStation's and PSP's are equal to Sega Dream Casts.
The PSP's graphics are almost equivalent to the PS2.

Quote:I did that. It was the first thing I did when I got disc read errors on many different discs.
And it didn't fix it? Worked when I did it with mine...

Subject: Command & Conquer Coming to PSP
Posted by Javaxcx on Thu, 31 Mar 2005 03:39:11 GMT
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It obviously did not fix the problem, as the read disc errors continued to the point of unplayability.

Subject: Command & Conquer Coming to PSP
Posted by Deathgod on Thu, 31 Mar 2005 03:44:28 GMT
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Sir Phoenixx
The PSP's graphics are almost equivalent to the PS2.

So are the DC's.

Subject: Command & Conquer Coming to PSP
Posted by z310 on Thu, 31 Mar 2005 04:25:52 GMT
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Demolition manI dunno where u get ur hardware... but i just check the net quick and bestbuy has it for 250... and amazon has the value pack for $319.97...

The PSP isn't out in euroland so i can't check my own stores... The NDS is 150 here i thought.

O and i don't see the touchscreen as a useless gimmick you can have way better control for RTS and FPS games..

Unless your left handed at writing like me.. then its just akward

---

Subject: Command & Conquer Coming to PSP
Posted by Krazyfoxx on Tue, 12 Apr 2005 13:39:54 GMT

For those having disc read errors on their PS2's, try this:
http://www.gamefaqs.com/console/ps2/game/915821.html
then look for the "Disc Read Error Sony Repair FAQ".
(edit: I had linked directly to the FAQ and forgot that won't work)

After owning mine for about three years, it stopped working completely. I found this solution at GF and tried it. They sent me a new (refurbished) unit along with a new DS controller and cables even after I had opened the case and tried to adjust the laser (of course I didn't volunteer that info). Personally, I have mixed feelings about Sony products. I have a DVD Player that I love but I get read errors with it, and a cordless phone that's crapped out, but I have to say that I think they did me right with the PS2. I've had my PSP now for about a week and a half and so far it's perfect, time will tell I guess.

Subject: Command & Conquer Coming to PSP
Posted by Oblivion165 on Tue, 12 Apr 2005 14:43:20 GMT

KrazyfoxxFor those having disc read errors on their PS2's, try this:
http://www.gamefaqs.com/console/ps2/game/915821.html
then look for the "Disc Read Error Sony Repair FAQ".
(edit: I had linked directly to the FAQ and forgot that won't work)

After owning mine for about three years, it stopped working completely. I found this solution at GF and tried it. They sent me a new (refurbished) unit along with a new DS controller and cables even after I had opened the case and tried to adjust the laser (of course I didn't volunteer that info). Personally, I have mixed feelings about Sony products. I have a DVD Player that I love but I get read errors with it, and a cordless phone that's crapped out, but I have to say that I think they did me right with the PS2. I've had my PSP now for about a week and a half and so far it's perfect, time will tell I guess.

Or you could just not wase your money and not buy one.

Subject: Command & Conquer Coming to PSP
Posted by Krazyfoxx on Tue, 12 Apr 2005 16:13:05 GMT

Well obviously (maybe not for you), that info is for those who have already "wased" their money on one and have been having problems with it.

Subject: Command & Conquer Coming to PSP
Posted by Oblivion165 on Tue, 12 Apr 2005 17:03:36 GMT

hehe

Subject: Command & Conquer Coming to PSP
Posted by Jecht on Tue, 12 Apr 2005 17:21:32 GMT
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I had disc read errors like java did. It got so bad that I had to manually focus the lens for whenever I wanted to play blue backed discs and silver backed ones. So I said fuck this and bought the small PS2 for $150. It works much better than my old P.O.S.