Supreme Commander

- Maps and map packs for Download

Info

Multiplayer Information

- Internet play: no
- LAN play: yes
- Lobby search: yes
- Direct IP: yes
- Play via GameRanger: untested
- Coop: yes
- Singleplayer campaign: yes
- Hotseat: no

Supreme Commander is kind of the successor of Total Annihilation, developed by Gas Powered Games and published by Square Enix on 20.2.2007. It is one of the first games to feature multi-core usage. However, that does not mean, the game distributes load equally on all cores but splits the main tasks such as sound, graphics and simulation into different tasks. So when having reached the maximum number of tasks, more CPU cores will not make a difference any longer and the single-thread performance of the CPU returns to being the important factor.

Network

Via the LAN you can connect with direct IP *and* enter the port. The game allows you to either choose the port randomly when opening a server, or to set it yourself. What doesn't work properly is players with the Steam version and DVD version in one game. The game can be started, but after some time the game is asynchronous (with constant messages that this is the case) so that the players sometimes see completely different states in the game.

Web Links

- Supreme Commander Wiki

See also

- Games with TA mechanics

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