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.

Purchasing

The game is available via Steam and GOG. The latter cannot be used via lobby internet game, only via vpn.

Troubleshooting

The game is known to cause problems with Nvidia drivers of version 460.79 or later. Game stutters and frames are dropping. There are three different approaches you can try, that might help you with that problem:

1. Install Nvidia drivers *older* than version 460.79,
2. enter d3d_WindowsCursor into the console (you can use the Nvidia Fix mod from the FAF client) or
3. open your services menu via `services.msc` and stop & disable the **NVDisplay.ContainerLocalSystem** service.

(Source)

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

- Supreme Commander - Forged Alliance
- Games with TA mechanics

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