
Subject: Re: Making Generals run faster

Posted by [Goztow](#) on Thu, 10 May 2007 12:46:40 GMT

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cheekay77 wrote on Thu, 10 May 2007 05:53 No matter how I did it, no matter how good the computer was.

Generals was as slow as a commodore(Sp) 64. For me anyways.

And yet, yuri's revenge and RA2, ran so fast, Half the time i couldnt keep up with two brutal enemies.

Taking on 7 brutals on bay of pigs..... ah that were the days! Even fine tuned the AI with triggers on that map to make it harder <3.
