

---

Subject: Re: Making Generals run faster

Posted by [Renegade](#) on Fri, 11 May 2007 05:28:13 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Thu, 10 May 2007 08:46cheekay77 wrote on Thu, 10 May 2007 05:53No 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.

Man made maps, like triple promoted units, ifinite money, triple speed.

Now THOSE were the times to use brutes

Until they got snipered :(

---