
Subject: Re: Who still actively plays C&C Generals?
Posted by [Starbuzz](#) on Thu, 27 Mar 2008 02:21:45 GMT
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DeadX wrote on Wed, 26 March 2008 19:03 They both use the SAGE engine, but it was heavily modified for C&C 3.

Ahhh...I thought so because the buildings and vehicles kinda had the same texture types. And the tracer bullets/missiles as well.

The rotate the map also felt the same. But the characters look so detailed and awesome in C&C 3. Sucks the game crashed due to some memory problems.

Anyway, Generals seems a pretty nice game. I played a Skirmish and got owned by the AI under Normal settings lol. But I won the 3rd try by massing Battlemaster tanks.
