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Subject: Re: Any Vista fix for Generals?

Posted by [Nukelt15](#) on Tue, 29 Jul 2008 17:32:56 GMT

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Quote:Why is it wrong for EA to try something different?!

I may be talking out of my ass, but I believe it was the fact that it was EA doing something different that pissed so many people off. If Westwood had done something different I doubt there'd have been a peep about it.

The game lacks several features which, IMHO, made the true C&C games better- among them being tech level limits, radio buttons to disable superweapons (let's be honest... superweapons become the whole point of the game whenever they show up), multi-engineer captures, no-base matches (anybody remember those?) and a host of other features. The build-anywhere approach to base construction changed the whole base building equation (allowing placement of defense structures near or within enemy bases without cross-the-map expansion or a local outpost- that worked for Starcraft, but not for Generals IMHO), the interface was vastly inferior to RA2's (which IMHO was just about perfect- if it had been mated to the original RA, TD, or even TS I'd still be having a non-stop nerdgasm), and the fact that it was released so quickly on the heels of WW's demise really doesn't endear it to the more rabid series fans.

All opinion, of course.

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