your way! You can raise, lower, or flatten terrain with just a click of a mouse, and after placing a

simple console commands. The full version will even include automatic map downloading! There are other features too, such as changing the texture, or changing the color of the grass, but those are all for the more advanced users.

It almost makes me wonder if the map editor is a demonstration of the engine. If they could make a map editor modification for Savage, what kind of other modifications could we see? Savage 1942? Savage Sims? Realistically though, the Silverback engine is very customizable. It allows

advanced console scripting language!

conversion for Savage and the Blizzard lawsuit that follows shortly thereafter."