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Subject: Re: Generals 2

Posted by [R315r4z0r](#) on Wed, 04 Jan 2012 15:25:27 GMT

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Dave Anderson wrote on Mon, 02 January 2012 02:47liquidv2 wrote on Sat, 17 December 2011 23:32it's using a different engine than Generals so it remains to be seen

and in my defense we detailed the Garbage General long before Salvage was even made those thieves

Generals 2 is being developed on the Frostbite 2 engine that was developed by DICE for Battlefield 3. It should be a very smooth experience as long as they can develop using the engine API's correctly. The engine itself is very polished and well made. And can't be legally modded.

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