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Subject: Making Generals run faster  
Posted by [nopol10](#) on Sat, 24 Mar 2007 12:16:40 GMT  
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Is there a way to allow Generals and Zero Hour to run faster?  
I heard that the d3d9 patch by Scorpio9a last year could speed it up but the site's not up.  
Thanks.

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Subject: Re: Making Generals run faster  
Posted by [Dave Anderson](#) on Sat, 24 Mar 2007 14:43:05 GMT  
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You can change the game speed to a slower rate so your computer can keep up. Disable unnecessary Windows services, close other open programs, etc. On the other hand, you'll need better hardware.

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Subject: Re: Making Generals run faster  
Posted by [Jerad2142](#) on Thu, 03 May 2007 17:10:05 GMT  
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nopol10 wrote on Sat, 24 March 2007 06:16: Is there a way to allow Generals and Zero Hour to run faster?  
I heard that the d3d9 patch by Scorpio9a last year could speed it up but the site's not up.  
Thanks.  
You forget that generals was made by EA, if you go out and buy a brand new computer it might run better, but it's still made by EA so you never know. I mean look at Lord of the Rings: The Witch King, I had to upgrade to Nvidia 7950 before that ran smooth.

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Subject: Re: Making Generals run faster  
Posted by [nopol10](#) on Fri, 04 May 2007 09:13:53 GMT  
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I'm getting a new computer soon, so never mind. What graphics card would you recommend for running C&C3 at highest setting without AA?

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Subject: Re: Making Generals run faster  
Posted by [terminator 101](#) on Fri, 04 May 2007 22:13:34 GMT  
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Yeah Generals was very slow on my old PC.

But Became a bit too fast on my new one. Or is it supposed to be that fast?

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Subject: Re: Making Generals run faster  
Posted by [CarrierII](#) on Fri, 04 May 2007 23:11:15 GMT  
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I can't tell, I used to run it on a 2.0Ghz 478 based, AGP 4X Radeon 9550 with just 768 MB of SDRAM (Yes, 133Mhz...) and an ATA 100 (!) drive..

I then got struck by lightning (not personally, the power lines did...) and got a new PC - 2.66GHz P4D, 1024 MB PC2-4300 RAM, SATA RAID 10 and an ATI X1650.

There's so much of a leap in my two PCs that I can't tell what speed it's supposed to run it, although I found myself getting flattened by "medium" AI who had never been that effective before...

\*shrugs\* It's EA...

LOL - I just realised that if it does speed up according to your hardware then it's like those old DOS games that run WAY too fast on multi-GHz PCs, only it was written in the age of multi-GHz PCs, go EA!

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Subject: Re: Making Generals run faster  
Posted by [jnz](#) on Sat, 05 May 2007 09:20:40 GMT  
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generals runs very fast on my computer. imo, the hardest ai is way too easy.

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Subject: Re: Making Generals run faster  
Posted by [sadukar09](#) on Thu, 10 May 2007 00:33:36 GMT  
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generals suck imo

when i had my AMD Duron 1.3Ghz 256MB SDRam yes 133Mhz and on board SiS graphics...generals ran at 5 FPS...

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Subject: Re: Making Generals run faster  
Posted by [Renerage](#) on Thu, 10 May 2007 03:53:19 GMT  
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No 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

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enemies.

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Subject: Re: Making Generals run faster  
Posted by [nopol10](#) on Thu, 10 May 2007 09:57:27 GMT  
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SiS graphics are not that good imo.  
I have a 1.4GHz 256 MB Ram but Generals does run a bit faster than I thought it would.

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Subject: Re: Making Generals run faster  
Posted by [CarrierII](#) on Thu, 10 May 2007 12:18:23 GMT  
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SiS Graphics suck. End of.

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Subject: Re: Making Generals run faster  
Posted by [Goztow](#) on Thu, 10 May 2007 12:46:40 GMT  
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cheekay77 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.

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Subject: Re: Making Generals run faster  
Posted by [Viking](#) on Thu, 10 May 2007 20:22:27 GMT  
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Just get a 8800 like me than you will forget about upgrading for any DX9 game ever again!

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Subject: Re: Making Generals run faster  
Posted by [Renerage](#) on Fri, 11 May 2007 05:28:13 GMT  
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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 :'(

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**Subject: Re: Making Generals run faster**  
Posted by [sadukar09](#) on Sun, 20 May 2007 18:33:18 GMT  
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Viking wrote on Thu, 10 May 2007 15:22Just get a 8800 like me than you will forget about upgrading for any DX9 game ever again!

8800 are DX10 right?

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**Subject: Re: Making Generals run faster**  
Posted by [CarrierII](#) on Sun, 20 May 2007 18:57:25 GMT  
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Don't think so, 8800's have been around for too long to be DX 10 hardware.

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**Subject: Re: Making Generals run faster**  
Posted by [nopol10](#) on Tue, 22 May 2007 09:15:31 GMT  
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Anything in NVIDIA's 8 series is DirectX 10 based and has Shader Model 4.0 support.

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**Subject: Re: Making Generals run faster**  
Posted by [CarrierII](#) on Tue, 22 May 2007 16:13:57 GMT  
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I apologise, I'm no good with Nvidia hardware, I use ATI.

(Crimson, I know you don't like post spam, but I read and type so quickly I set it off half the time )

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