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!