
Subject: Does any one here play Command and Conquer Generals?

Posted by [OrcaPilot26](#) on Fri, 18 Jul 2003 07:50:38 GMT

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I think Generals is a terrible game, no storyline, unrealistic units, the US can lose.... BUT, the game engine is nearly perfect, and it uses w3d so it's even possible to take something from Renegade and put it in Generals, and they actually got the aircraft physics right (first time since RA1)

That is why I am working on a Generals mod WWII: Call to Arms

<http://nova.arm-ent.com>

Here's an animated image of one of the units (from w3d veiwer)
