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Subject: Commando : Open Source

Posted by [smwScott](#) on Fri, 17 Sep 2004 21:04:45 GMT

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Actually, I believe you will be able to attain a similar level of physics in multiplayer. You'd probably have to change the more unimportant objects client side, or remove a lot of extra physical objects to cut down lag, but it's definitely do-able. Even if you keep it standard I'm sure it will be far beyond the physics boundaries of almost any other game, even single player.

And to Dante, I'm well aware it will take a good deal of coding to get an RTS themed mod running on Source, but just look at what Ren Alert has been doing. You've got people working double time to make characters viewable in vehicles and increase the draw distance to a more acceptable length. There are still no vehicle enter/exit animations, no way of going prone, etc. Also, the infantry combat is awful and there's not much anyone can do about that. All this stuff comes out of the box with Source, allowing modders to work on more important things like getting the multiplayer modes set up properly and balancing gameplay.

The only advantage I see for Renegade is that it already has the main multiplayer mode set up and working, so you've got a head start on the developing process. Even so, a much higher quality version of this mode, with a commander and buildable buildings could be created with Source.

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