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Subject: wuts with ren alert?

Posted by [Slash0x](#) on Wed, 12 Jan 2005 23:32:46 GMT

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UT uses a brush system, but it is way easier to use than Hammer's brush system. Just getting use to the new tools is a pain. Using 3ds max or RenX (GMax) allows more customization to me, but that's only because I've been messing with it for several months now. I'm sure if someone gets dedicated, they could make some awesome levels in Hammer.

Another few things though I don't like compared to Renegade's editors. You cannot truly walk around in the level before export, export is a pain (takes forever even with a gig ram), and you have to compile crap to add new things.

Oh yeah, cannot forget...STEAM SUX (still).

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