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Subject: wuts with ren alert?

Posted by [Aircraftkiller](#) on Thu, 13 Jan 2005 02:32:41 GMT

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It's because the engine is physics first, and isn't based on variable geometry like Renegade is. You can create anything in Renegade and have it be terrain, which is its only advantage. I can run around on a teapot world with loops and corkscrews and the game will render it all just fine.

The brush system works, and I'm able to work with it fine, I just don't like it as much as I like 3D Studio.

That's the beginning of a level I'm making for CS: Source right now. Hammer is really equipped to do a lot of amazing things, but the interface for designing geometry is what annoys me. I love decal applications and the ability to place overlays on terrain, it masks texture tiling and makes it look amazingly real.

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