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Subject: Re: OT: Halo2 or Half-Life ???

Posted by [PiMuRho](#) on Sat, 25 Jun 2005 08:31:17 GMT

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Lijitsu wrote on Sat, 25 June 2005 03:25 Look at the way things die. If youve played UT '04, then you would know that the physics are the same. In UT the corpses explode, but its still the same as far as the Rag-Doll death goes.

There is no "Unreal Death Physics Engine". They just both use ragdolls instead of death animations. Guess what? So does HL2. HL2's use of physics far surpasses that of UT2004 and Halo 2.

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