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Subject: Re: The Dead 6 - Holiday Announcement  
Posted by [DreamWraith](#) on Fri, 23 Dec 2005 09:59:17 GMT  
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Aircraftkiller wrote on Fri, 16 December 2005 10:45Yet you bitched at my team for changing engines.

I don't recall anyone "bitching", however, i do remember people expressing their opinions on the BF2 engine from a modability standpoint. I accept of course, that i may be mistaken. Perhaps someone did bitch at you out of others earshot.

You could argue,that BF2 is close to being as flexible as source, but i doubt proof could be provided. And for that matter, neither engine is really as flexible as the SDK for CryEngine.

Aside from that, is the fact we originally wanted to go with farcry before settling on source back then. You can read more on that reasoning over at renevo.

On a side note, I see you have put APB on hold, hopefully that doesn't last too long. I was looking forward to shooting some ruskies in the BF2 engine

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