
Subject: Re: Insurgency mod released

Posted by [DutchNeon](#) on Wed, 04 Jul 2007 23:55:49 GMT

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Well, it kinda is the Red orchestra feeling but then modern time. My GF card cant handle it--> On Highest settings, i can play it with lower, but im a graphic fanatic (gotta love having a crap Ati radeon 9250+ while having Dual core 1.6 GHZ, 1024 MB ram etc).

Anyway, its pretty funny, i only could try the test map cause that woudnt give me a fps around 1-4 (Especially high Poly weps) But its rather realistic, some bugs but funny.

There are quite some good vids on youtube showing the gameplay of insurgency.

Also, its says you need hl2, but it uses SDK as base, it only requires you to have 1 source game to use the source SDK, so you can play it too with CSS or DOD:S i heard.
