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Subject: Re: bad engine

Posted by [GEORGE ZIMMER](#) on Thu, 08 May 2008 00:27:34 GMT

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The Source engine is a pretty flexible engine, I'll give it that (Not even talking about original HL1's engine, since I've not played it, but it barely looks flexible), but it still has its limitations. Aswell, it's pretty damn hard to mod for from what I hear.

W3d has quite a bit of modding ability to be honest. Infact, the bugs are because it wasn't actually finished. You can blame EA having a habit of rushing things for that. Even still, I know people who favor it due to the fact that it isn't a peice of crap engine. On the contrary- It's pretty good, not to mention, underrated.

It's a shame Westwood broke up and stuff. They'd have done wonders for the w3d engine with a Renegade 2.

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