
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [Generalcamo](#) on Mon, 24 Jun 2013 15:31:45 GMT

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Most of them are hesitant to move to a new engine. I honestly don't see why, as they could easily port over most of their assets (except for Reborn, as they don't have most of the assets) to a new engine like UDK. The engine is 11 (or 15 years old if you count when the engine was in development), which is pretty old for an engine, especially one that hasn't had any updates. Granted, the still used Source Engine is also old, at 9 years old (16 years old if you count development years) but at least it had updates to bring it up to modern standards.
