Subject: Re: Red Alert: FPS
Posted by Jerad2142 on Mon, 23 Sep 2013 02:22:41 GMT

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danpaul88 wrote on Wed, 18 September 2013 06:52Seriously, why the W3D engine? Don't you think it's past its sell by date now? Sure, APB, AR and TSR are on it for historical reasons but starting a NEW project on the W3D engine is just plain silly... I know the TT team are going a great job of advancing it but it could take a long time before it becomes competitive with other engines available today.

There are plenty of open source FPS engines available, not to mention the myriad closed source ones...

Unity for example would be a great choice, especially with the cross platform support using OpenGL.
Unity would be a terrible choice if you want to do anything with multiplayer and vehicles that can be entered/exited because of how the object ownership system works.