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Subject: Re: Red Alert: FPS

Posted by [danpaul88](#) on Mon, 23 Sep 2013 09:20:35 GMT

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Jerad Gray wrote on Mon, 23 September 2013

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.

Oh really? I've not really looked into it in detail, what is it about unity that makes that sort of thing hard?

Either way, the point still stands that there are far better engine choices than W3D these days...

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