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Subject: Re: Red Alert: FPS

Posted by [EvilWhiteDragon](#) on Mon, 14 Oct 2013 15:05:43 GMT

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Renardin6 wrote on Mon, 14 October 2013 13:58 To the guy who is making the new mod... You should give up now with W3D. And you don't seem to have the skills for a better engine. So stop it now.

Your current idea will fail. You don't even realize what time and effort it takes to make such a modification. If your persist, go away from W3D. It's the best advice I can ever give you.

Good luck!

This! See, even all reasonably famous mod-makers advise you to move away from the W3D engine. Not because it is a bad engine (with the TT fixes) but because it is a dead-end. TT will work on it for a while longer, but don't expect huge gains.

If you want to spend your time wisely, seek cooperation with Renegade-X and APB to bring RA(2) to the UDK. That way you can even release it for free, completely legal.

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