
Subject: Re: Latest Red Alert FPS News!

Posted by [Jerad2142](#) on Mon, 17 Nov 2014 13:56:37 GMT

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Aircraftkiller wrote on Sun, 16 November 2014 09:01 Jerad Gray wrote on Fri, 31 October 2014 12:42 Renx wrote on Wed, 29 October 2014 19:53 Why would anyone make anything on w3d? Do you have a gf that needs to build a portfolio retexturing things?

*C++ as a scripting language is nice lots of power there.

*Leveledit is far easier and more intuitive to use than some of the other game's editors.

*Unlike Unity its net code works for vehicles that can be entered and exited (where the player's computer might not be the actual 'owner/creator' of the object. Unity requires the input key press to be sent to the owner computer before it sends the updates back to your computer, which guarantees control lag if you aren't the creator.

*If the 1001 shitty games on steam's green light prove anything its that people don't care much about quality, so in the end you should develop on whatever engine is easiest for you to use or best for what your doing.

BUT ENOUGH ABOUT NOT WANTING TO FIGURE OUT HOW TO MAKE MODS FOR GAMES THAT PEOPLE ACTUALLY PLAY, LET'S EDIT THIS OLD ASS ENGINE FROM 1998 AND SEE IF WE CAN CALL IT A GAME INSTEAD OF A MOD BECAUSE WE CHANGED THE NAME OF THE EXECUTABLE FROM GAME.EXE TO OURMOD.EXE BECAUSE WE'RE GAME DEVELOPERS LOL

Lets just make a mine craft rip off, then we can make it look worse than Ren and it'll be considered art
