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Subject: Doom 3!

Posted by [icedog90](#) on Fri, 06 Aug 2004 15:23:41 GMT

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DarkDeminicedog90Painkiller has a better engine.

WRONG!

Have you even played Painkiller? It uses 2x2048x2048 high-res textures (which are extremely sharp), the Havok 2.0 physics engine, and extremely high polygon monsters and levels, and I still get a steady 50 - 70fps on the highest detail and on 1024x768 resolution. Don't forget to mention the amount of bump mapping it uses like Doom 3.

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