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Subject: Doom 3!

Posted by [smwScott](#) on Fri, 06 Aug 2004 19:26:03 GMT

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icedog90DarkDeminicedog90Painkiller 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.

I've played Painkiller. It looked very nice, but nowhere near Doom 3. Doom 3 is definitely the best engine available right now, followed by Crytek (although Crytek runs like ass, they need to optimize the damn thing).

I still think Source will be the best engine. The only thing it lacks from Doom 3 is the advanced lighting engine, everything else is superior.

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