warranto wrote on Tue, 31 July 2007 09:30Majiin Vegeta wrote on Sat, 21 July 2007 10:46i've been out of the loop but are you changing engines again and still not finished with the project?

i wish you luck and i STILL look forward to seeing your work
i remember when you first mentioned moving to that farcry engine
(i think) was years ago

Hey, if Duke Nukem can do it, why not Dead 6?

Sometimes I wonder why we post here. Anyways: This isn't about switching.

We switched from the HL2 engine due to limitations on vehicles and what we wanted to do with c&c mode. We chose Crysis' next gen platform, but it wasn't ready yet. So rather than sit around and do nothing (thus delaying dev) we used what we had (farcry) to learn thier way and actually create a product and code we could easily port over.

Due to this forward thinking on Tom's part we have a functional product and our processes and code is going to easily migrate.

In laymans terms: We are way ahead of the game campers. One of the reasons we got the Pre SDK.

Write us off if you want, but the next gen Command and Conquer FPS is coming from Renevo.

Not from a mythical EA dev project that may or may not happen depending how many c&c 3 discs we buy.