Subject: Re: bad engine
Posted by Ghostshaw on Wed, 07 May 2008 20:56:23 GMT
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You are obviously speaking without knowledge. The renegade engine isn't bad, and the half life engine sure as hell isn't good (and source might just be worse). Although the renegade engine has some problems (bad lag during multiplayer) the graphical capabilities are actually quite advanced which is proven by the fact that a nearly unmodified version of the same rendering engine is used in C&C 3. The fact that it looks so "ugly" is primarily due to low poly models to keep system requirements low.

Also the ease of modding for renegade (cause seriously it is pretty easy, untill you really wanna modify gameplay anyway) shows that the engine design isn't half bad. Problem is that it was rushed like hell which means its still full of bugs and has silly multiplayer netcode.