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Subject: Re: Have their been any good moddable first person games since Renegade?

Posted by [jonwil](#) on Mon, 23 Apr 2012 13:46:49 GMT

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As the guy who probably knows more about the C&C3/RA3 engine than anyone else outside of EA, I can say that yes, the changes (the XML and the compiling) DO have benefits for the game. The way things work, its possible to just load the compiled data straight off the disk and into memory and start using it (after certain fixups are applied where one piece of data points to another piece)

It is very efficient, much more efficient than reading the old slow-to-parse Generals ini files.

The biggest problem with the C&C3/RA3 engines was the lack of support for UI editing and the issues with music (especially music in RA3) and also the general lack of support for modding from EA.

Will be interesting to see how moddable Generals 2 ends up being...

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