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

Posted by [Jerad2142](#) on Mon, 23 Apr 2012 17:47:34 GMT

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Mad Ivan wrote on Mon, 23 April 2012 05:52

Something that I've been getting into recently is Unity. The non-pro version is free and the scripting is done in C# (or JavaScript or Boo if you are adventurous).

Unity becomes VERY painful if you try to make a multiplayer game with drivable vehicles (ones that players and passengers can get in and out of), as only the creator of the object can do the nice clean rapid updates. This means you have to do all sorts of hacks to get it to be even somewhat playable in multiplayer with vehicles.

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