

---

Subject: Re: Reborn is dead again

Posted by [Aircraftkiller](#) on Thu, 07 Jun 2012 23:19:52 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

They tried moving to UDK - I've been told the result wasn't very spectacular. I imagine it's easier to edit a game engine that's got all you need built into it versus one where you have to put in some actual programming work to get it doing what you want.

---