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Subject: Re: Tiberium Refinery WIP

Posted by [havoc9826](#) on Sat, 25 Aug 2012 04:19:20 GMT

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Aircraftkiller wrote on Fri, 24 August 2012 21:02 You don't see people catch grief for Half-Life 1 mods looking just as dated as the original game - you develop within the constraints of the engine, not beyond it.

Well, a certain mod team prefers to push the Half-Life 1 engine beyond what everyone thought was its limits. Not everyone cares to expend that kind of effort, though. Also, Renegade really uses an engine that old? Eesh.

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