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Subject: Re: Merry Christmas

Posted by [danpaul88](#) on Fri, 28 Dec 2012 20:45:53 GMT

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From what I've heard uScript is being removed in UE4 in favour of c++ code, so moving to a scripting language that's about to be phased out would be a bad move. Besides, the graphics will be better once we start getting final textures done, most of what you see is placeholder textures. Not that it looks that bad in my opinion... these new hyper-realistic games just look silly because they utterly fail at actually looking realistic.

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