
Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by [iRANian](#) on Fri, 14 Jun 2013 22:25:04 GMT

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I honestly have no idea about programming with the Unreal engine.

It's true that they can transfer their assets at the same quality but I also think they might get criticism for the quality of the work not being something you would expect out of a Unreal engine 3.0 game and then the end result would be in a lot of ways similar than what they have now; just with a better engine. They obviously could start upgrading the graphics after the fact though.

I think the problem with obscurity is not the game being tied into the Renegade engine, it's just the general lack of advertising and the game itself isn't that fun like APB also isn't at the moment. If the game is fun the player base should be stable and advertising + word of mouth will reach people.
