Subject: Re: MPF banning players for being extremely good at a 11 year old game
Posted by saberhawk on Sat, 29 Jun 2013 16:27:36 GMT
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DutchNeon wrote on Sat, 29 June 2013 03:54@Ack, The free Unity version? I've heard it lacked so much options compared to a payed license version. Was considering trying some stuff in it.

The free version lacks pathfinding, realtime shadows, LOD, asset bundles (aka "custom maps"), HDR, light probes (like lightmaps for dynamic objects), global illumination, occlusion culling, render targets, profiling, automated builds, native code plugins, and other things. It's *very* crippled compared to the "Pro" version.