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Subject: Re: Reborn is dead again

Posted by [Omar007](#) on Thu, 07 Jun 2012 23:40:30 GMT

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Aircraftkiller wrote on Fri, 08 June 2012 01:19I 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.

Very true, although if you want advanced things, that might be easier to do on an engine like Unity or the UDK.

I do not think this is applicable to Reborn though (imo).

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