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Subject: Re: Red Alert: FPS

Posted by [danpaul88](#) on Wed, 18 Sep 2013 12:52:13 GMT

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Seriously, why the W3D engine? Don't you think it's past its sell by date now? Sure, APB, AR and TSR are on it for historical reasons but starting a NEW project on the W3D engine is just plain silly... I know the TT team are going a great job of advancing it but it could take a long time before it becomes competitive with other engines available today.

There are plenty of open source FPS engines available, not to mention the myriad closed source ones...

Unity for example would be a great choice, especially with the cross platform support using OpenGL.

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