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Subject: Ren Alert on another engine...

Posted by [smwScott](#) on Thu, 18 Mar 2004 21:12:04 GMT

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Dante is making a Tiberian Dawn mod for the Source engine (Half-Life 2), so there ya go. I highly doubt that Ren Alert will be ported to another engine, the new vehicle models are high enough quality, but the weapons and maps are fairly low poly and would need to be redone. Also, with the W3D engine the majority of the work is already done, as it supports unit purchasing, the best character class system in any game, and the basic mode of gameplay. In addition to this the same general types of vehicles that are used in RA are supported in W3D, except for planes.

With a new engine it would require a lot more work to get a fully working C&C mode. The end result could be better, and with Source you could probably even implement a commander mode similar to Natural Selection and a ton of other features.

Look to Dante's new mod and Natural Selection 2 (which will probably have vehicles) for this style of gameplay on newer engines.

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