Subject: Commando : Open Source
Posted by smwScott on Thu, 16 Sep 2004 23:31:53 GMT

SuperFlyingEngiWhy is Seaman bothering to move Commando to a new engine? He's just gonna work into a stall on that one, too, and by the team he has this much work done again, a new game engine will be out that will be that much better. I sense an endless loop...

Not really, it's downright silly to continue work on a mod for Renegade unless it's right on the verge of being released. Ren Alert, the most popular mod for Renegade, isn't getting nearly as many players as a lot of shitty, unpopular Half-Life mods. This certainly isn't because of quality, but because the game the mod is built off of was not very popular.

Just look at it this way. You can make two relatively identical mods (gameplay wise) for Renegade and Half-Life 2. With Renegade, you have to do a tremendous amount of scripting and hacking to the engine just to get it to do basic things that come standard in modern engines. You will probably spend more time and more work getting the mod out in a relatively stable form. After all this work, you will get a fairly small number of players compared to mods for more popular games. Now, if you made that same mod for Half-Life 2 then you wouldn't have spent nearly as much time coding and more time fine tuning the gameplay. The graphics would be uncomparably better, and it would be an overall much higher quality product. The best part is you will have many, many times the amount of players you would have with Ren.

Renegade is a great game. In my opinion it's the most underrated game ever. But that doesn't change the fact that it's a shitty basis for a successful mod.