

# Forum:[Hack Forums](#)

Thread: [UNREAL ENGINE vs Unity](#)

**alauluiliala** - January 11, 2015, 1:46 am

Guys which one ?

Pls i need to take this decision ,my final and default way of life style in video game making .

I planing to create an action game ,where tanks fighting vs tanks ,where will be spectacular phisics and very good graphics.

I also wish to have an good optimization and cross platform support (no mobile phones)

So guys what's did you think ?

which one over Unreal engine and unity ?

I have also heard something about cryengine ,but im not very inspired by it .

**Visual Freedom** - January 11, 2015, 3:13 am

Especially when you are alone do not take UDK. UDK is mostly for at least a team out of a bunch of humands.

Unity is easier, especially when you start and collect the first experience.

Unity also offers a bigger market for 3D models, shader, scripts and even full projects. Some free and most paid.

My honest tip is to start programming 2D games without a huge engine like Unity, Cryengine, UDK, Unigine or whatever else.

After that you should learn 3D Maths. Otherwise you will have many problems programming and you can rarely understand what is really happening there.

Until you create your own game with "spectacular phisics and very good graphics" you will need at least 4 years if you begin just right now and even you spend nearly every day time in it.

**alauluiliala** - January 11, 2015, 4:51 am

Yeh !

its all true ,but i wanna choose one and 4 ever .

**iamskid** - January 11, 2015, 6:17 am

(Jan 11, 2015 05:51 AM)alauluiliala Wrote: [\[CITE\]](#) Yeh !

its all true ,but i wanna choose one and 4 ever .

Unity is horse shit. If it was not then every decent game company would use it.. but they don't, instead they use Unreal Engine, CryEngine, Source Engine, Quake, etc.

**TreeWeep** - January 11, 2015, 6:18 am

Unreal engine is they real deal! Don't use Unity.

**graceboy** - January 11, 2015, 8:05 am

i think so unity3d is good for starting. it have free version you can also use C# or boo or javascript for scripting and its cross platform .Unreal engine is also very good but for starting i'd recomend you unity3d.

Note: For Starting they will do same job.

**iamskid** - January 11, 2015, 8:09 am

(Jan 11, 2015 09:05 AM)graceboy Wrote: [\[CITE\]](#) i think so unity3d is good for starting. it have free version you can also use C# or boo or javascript for scripting and its cross platform .Unreal engine is

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Note: For Starting they will do same job.

C#/Javascript is garbage for games, unless you like of the idea of consuming more resources and delivering less FPS with same hardware than C++(or any native language).

**sdk** - January 11, 2015, 8:21 am

I would go with Unreal or Cry, they maybe harder but they will be better in the longrun!

**Corios** - January 11, 2015, 10:40 am

(Jan 11, 2015 09:09 AM)darkstrike420 Wrote: [\[CITE\]](#) C#/Javascript is garbage for games, unless you like of the idea of consuming more resources and delivering less FPS with same hardware than C++(or any native language).

Bet I can write a more optimized game in a week in C# than you could in C++ in a month, if you want I'll seriously take up the challenge. C# is absolutely fine for games, especially since you don't even know what kind of game it is. Terraria? C#. Bastion, Transistor, The Island? All C#. All of them run perfectly fine. You need to move on from 10 years ago and get up to times.

OP, engines come out all the time, it's useless to pick one and just stay with it, hell you didn't even mention what languages you know, how are we supposed to answer this?

NOTE: Unity is disgusting imho, but it has nothing to do with because it's C#/JS.

**alauluiliala** - January 11, 2015, 11:45 am

(Jan 11, 2015 11:40 AM)Corios Wrote: [\[CITE\]](#) Bet I can write a more optimized game in a week in C# than you could in C++ in a month, if you want I'll seriously take up the challenge. C# is absolutely fine for games, especially since you don't even know what kind of game it is. Terraria? C#. Bastion, Transistor, The Island? All C#. All of them run perfectly fine. You need to move on from 10 years ago and get up to times.

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NOTE: Unity is disgusting imho, but it has nothing to do with because it's C#/JS.

im learning c/c++ and i wanna start to learn c#

But in any case wait a moment please, cuz i don't wanna that you go away from my target .

I remember you guys that i wanna play completely in 3d,so no 2d game developing .

Actually i wish to start developing a game of fighting tanks.

There will be physics of bullets,steel surface damages,movement vechicles physics ect .

So take this in your mind to give me your final advice.

Thanks for all.

**Vector Dynamics** - January 12, 2015, 6:09 am

Unity is good for small teams. If you are more than 8-10 people consider UDK. Technically udk is a better engine, but Unity us faster to develop with for a small team.

Also, for optimal graphics, use CryEngine.

**iamskid** - January 12, 2015, 11:29 am

(Jan 11, 2015 11:40 AM)Corios Wrote: [\[CITE\]](#) Bet I can write a more optimized game in a week in C# than you could in C++ in a month, if you want I'll seriously take up the challenge. C# is absolutely fine for games, especially since you don't even know what kind of game it is. Terraria? C#. Bastion,

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NOTE: Unity is disgusting imho, but it has nothing to do with because it's C#/JS.

So what? Look at Visual Studio. It will never be capable of managing a large project of more than 1 million lines of code because its coded in .NET. This applies to Java too. Numerous companys have asked Microsoft to fix this but they cannot because managed languages(C#, VB.NET, Java, Python, very long list) are trash for CPU intensive tasks including games. Yes your game will work fine, but will use way much more resources and deliver less FPS than if it was written in C/C++.

**Corios** - January 12, 2015, 11:42 am

(Jan 12, 2015 12:29 PM)darkstrike420 Wrote: [\[CITE\]](#) So what? Look at Visual Studio. It will never be capable of managing a large project of more than 1 million lines of code because its coded in .NET. This applies to Java too. Numerous companys have asked Microsoft to fix this but they cannot because managed languages(C#, VB.NET, Java, Python, very long list) are trash for CPU intensive tasks including games. Yes your game will work fine, but will use way much more resources and deliver less FPS than if it was written in C/C++.  
excuse me?

... you do know it doesn't have it all loaded at once, correct? That would be wasteful as fuck. And no, no it won't. Take LegendaryClient, a C# application that uses 1/9th of the resources of the official LoL (native) application. Blame the programmers, blame the languages, it doesn't matter, it's proven it can be done and once I finish rewriting the game I will show managed is better for the game as well. You're never going to fully optimize the game to anywhere near the extent that the C# compiler will do for you. Yes, a completely fully optimized game written in C++ will be (very slightly) faster than its C# equivalent, but that would take YEARS more of a much larger team to complete. A guy rewrote minecraft in a weekend in C#, lets see you do that in a month in C++.

(Jan 12, 2015 07:09 AM)Vector Dynamics Wrote: [\[CITE\]](#) Unity is good for small teams. If you are more than 8-10 people consider UDK. Technically udk is a better engine, but Unity us faster to develop with for a small team.

Also, for optimal graphics, use CryEngine.

UE4 is much farther in pre-implemented graphics than CE, the only thing CE has going for it is its level designer (it's beautiful, i'll give it that) but it's workflow and basically everything else about it is complete and utter garbage.

**Disasm** - January 12, 2015, 12:11 pm

(Jan 12, 2015 12:42 PM)Corios Wrote: [\[CITE\]](#) excuse me?

... you do know it doesn't have it all loaded at once, correct? That would be wasteful as fuck. And no, no it won't. Take LegendaryClient, a C# application that uses 1/9th of the resources of the official LoL (native) application. Blame the programmers, blame the languages, it doesn't matter, it's proven it can be done and once I finish rewriting the game I will show managed is better for the game as well. You're never going to fully optimize the game to anywhere near the extent that the C# compiler will do for you. Yes, a completely fully optimized game written in C++ will be (very slightly) faster

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UE4 is much farther in pre-implemented graphics than CE, the only thing CE has going for it is its level designer (it's beautiful, i'll give it that) but it's workflow and basically everything else about it is complete and utter garbage. Just remember you're talking about MINECRAFT. Not a multi-billion dollar enterprise such as call of duty. YOU'RE talking about FUCKING minecraft.  
[IMG]http://ethicsalarms.files.wordpress.com/2012/07/shoot-myself.jpg[/IMG]

**Corios** - January 12, 2015, 12:50 pm

(Jan 12, 2015 01:11 PM)Disasm Wrote: [\[CITE\]](#) Just remember you're talking about MINECRAFT. Not a multi-billion dollar enterprise such as call of duty. YOU'RE talking about FUCKING minecraft.  
LOL

Microsoft bought minecraft for 2.5 BILLION, it IS a multi-billion dollar game. Now is when you turn around and walk away

LOL

**iamskid** - January 12, 2015, 12:52 pm

(Jan 12, 2015 12:42 PM)Corios Wrote: [\[CITE\]](#) excuse me?

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UE4 is much farther in pre-implemented graphics than CE, the only thing CE has going for it is its level designer (it's beautiful, i'll give it that) but it's workflow and basically everything else about it is complete and utter garbage.  
Slightly faster? You're retarded.

Wow you loaded a project with 1 mil lines of code, you're probably running some i5 or i7. On my CPU VS is already slow and its not even near 100k LOC.

Another retarded .NET kid trying to put his .NET trash everywhere just because he is too retarded to learn pointers Imfao.

(Jan 12, 2015 01:50 PM)Corios Wrote: [\[CITE\]](#) LOL

Microsoft bought minecraft for 2.5 BILLION, it IS a multi-billion dollar game. Now is when you turn around and walk away

LOL

Its trash and only played by 12 year olds or mentally ill people.

**Corios** - January 12, 2015, 12:54 pm

(Jan 12, 2015 01:52 PM)darkstrike420 Wrote: [\[CITE\]](#) Slightly faster? You're retarded.

Wow you loaded a project with 1 mil lines of code, you're probably running some i5 or i7. On my CPU VS is already slow and its not even near 100k LOC.

You said it will never be able to, proving your statement false and nullifying the rest of your statements attacking .net, but nice try, come again!

EDIT:

(Jan 12, 2015 01:52 PM)darkstrike420 Wrote: [\[CITE\]](#) Another retarded .NET kid trying to put his .NET trash everywhere just because he is too retarded to learn pointers Imfao.

You can do pointers in C# boing

EDIT 2:

(Jan 12, 2015 01:52 PM)darkstrike420 Wrote: [\[CITE\]](#) Its trash and only played by 12 year olds or mentally ill people.

I agree completely, I find it to be a horrible game and extremely boring, that doesn't change the fact that it is a multi-billion dollar game which is all I was arguing, never said it was a good game :P

**iamskid** - January 12, 2015, 12:59 pm

(Jan 12, 2015 01:54 PM)Corios Wrote: [\[CITE\]](#) You said it will never be able to, proving your statement false and nullifying the rest of your statements attacking .net, but nice try, come again!

EDIT:

You can do pointers in C# \*boing\*

I know, I can code in C# bro. Pointers in C# are retarded as fuck. I would only use it for small projects but never nothing serious just because it kills brain cells.

Dude you just loaded 1 mil project. Work on it with Visual Studio, it will be slow as shit, its already slow as shit for me with my shitty CPU. Fact is, if it was native then it would not be slow as shit.

**Disasm** - January 12, 2015, 12:59 pm

(Jan 12, 2015 01:54 PM)Corios Wrote: [\[CITE\]](#) You said it will never be able to, proving your statement false and nullifying the rest of your statements attacking .net, but nice try, come again!

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Last time i checked the founder of infinity ward is richer than what minecraft was bought for.

Anywhom, stick to your .NET Career, you'll go far. The way i see it is you're just seeking for .NET support considering you enjoy .NET more than C++ as you've just shown yourself.. Why though? Is it because you're incompetent? Too hard for you? Too complicated for you? I mean .NET framework is there for Rapid Development

**Corios** - January 12, 2015, 1:02 pm

(Jan 12, 2015 01:59 PM)darkstrike420 Wrote: [\[CITE\]](#) I know, I can code in C# bro. Pointers in C# are retarded as fuck. I would only use it for small projects but never nothing serious just because it kills brain cells.

Dude you just loaded 1 mil project. Work on it with Visual Studio, it will be slow as shit, its already slow as shit for me with my shitty CPU. Fact is, if it was native then it would not be slow as shit.

I work on the project daily, it runs completely fine for me. I hope you're not using resharper and complaining about performance issues <.<. Note that there are multiple solutions to the same project - it was made in as well as maintained (nearly exclusively) in VS, and it handles it just fine. Yes, VS is slow on shitty computers, everything is, you realize how featureful VS is correct? Look at LiteDevelop by TUP, it runs on literally almost anything and is a great IDE written exclusively in C#.

And going with that logic, if it was native it wouldn't be slow as shit? Weird it seems like your operating system sounds kinda slow to, is that C# too? ?

(Jan 12, 2015 01:59 PM)Disasm Wrote: [\[CITE\]](#) Last time i checked the founder of infinity ward is richer than what minecraft was bought for.

Anywhom, stick to your .NET Career, you'll go far. The way i see it is you're just seeking for .NET support considering you enjoy .NET more than C++ as you've just shown yourself.. Why though? Is it because you're incompetent? Too hard for you? Too complicated for you? I mean .NET framework is there for Rapid Development

Last time I checked your argument was that minecraft wasn't multi-billion worthy when it was just proven to be, so there goes that argument, and on top of that I'm sure if they resold minecraft as Minecraft: Im a new version! every other year instead of just maintain one product they would be a lot richer too. Nice logic there

Anywhom, there is very little use to C++ anymore, if I want low level I'll stick to C, for almost anything else i'll be staying with C#.

*iamskid - January 12, 2015, 1:03 pm*

(Jan 12, 2015 01:59 PM)Disasm Wrote: [\[CITE\]](#) Last time i checked the founder of infinity ward is richer than what minecraft was bought for.

Anywhom, stick to your .NET Career, you'll go far. The way i see it is you're just seeking for .NET support considering you enjoy .NET more than C++ as you've just shown yourself.. Why though? Is it because you're incompetent? Too hard for you? Too complicated for you? I mean .NET framework is there for Rapid Development

The load time of Visual Studio is just horrific. Intellisense is pretty slow too. I am not even mentioning that sometimes it freezes. Before I bought my SSD it was really bad.

TL;DR Stay away from .NET shit if you don't want to waste cpu cycles.

*Disasm - January 12, 2015, 1:04 pm*

(Jan 12, 2015 02:02 PM)Corios Wrote: [\[CITE\]](#) I work on the project daily, it runs completely fine for me. I hope you're not using resharper and complaining about performance issues <.<. Note that there are multiple solutions to the same project - it was made in as well as maintained (nearly exclusively) in VS, and it handles it just fine. Yes, VS is slow on shitty computers, everything is, you realize how featureful VS is correct? Look at LiteDevelop by TUP, it runs on literally almost anything and is a great IDE written exclusively in C#.

and here we go with the attempt to support .NET languages by providing examples of shit applications used by nobody in the fucking world.

iamskid - January 12, 2015, 1:05 pm

(Jan 12, 2015 02:04 PM)Disasm Wrote: [\[CITE\]](#) and here we go with the attempt to support .NET languages by providing examples of shit applications used by nobody in the fucking world. .NET is good for small things where cpu cycles don't matter. But only a fucking complete retard with brain cancer would code a game in C#.

Quote:Yes, VS is slow on shitty computers, everything is, you realize how featureful VS is correct? Btw I have an quad-core, 6 GB RAM and SSD. My computer aint shitty, C# is.

Corios - January 12, 2015, 1:08 pm

(Jan 12, 2015 02:05 PM)darkstrike420 Wrote: [\[CITE\]](#) .NET is good for small things where cpu cycles don't matter. But only a fucking complete retard with brain cancer would code a game in C#.

<http://terraria.org/>  
<https://www.supergiantgames.com/games/bastion/>  
<https://www.supergiantgames.com/games/transistor/>  
<http://survivetheforest.com/>

next?

(Jan 12, 2015 02:04 PM)Disasm Wrote: [\[CITE\]](#) and here we go with the attempt to support .NET languages by providing examples of shit applications used by nobody in the fucking world. just posted a list of extremely popular games you could look at too ;)

Disasm - January 12, 2015, 1:09 pm

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<http://us.battle.net/wow/en/>

/thread

iamskid - January 12, 2015, 1:10 pm

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just posted a list of extremely popular games you could look at too ;)  
All games you posted are trash. Get on to Battlefield 4 level kid. If your .NET shit was good then BF4 would be coded in C#/vb.net.

Corios - January 12, 2015, 1:12 pm

(Jan 12, 2015 02:10 PM)darkstrike420 Wrote: [\[CITE\]](#) All games you posted are trash. Get on to Battlefield 4 level kid. If your .NET shit was good then BF4 would be coded in C#/vb.net.  
? no it wouldn't, their engine is in C++, why would they move to a new engine and convert their already working code base? Man, you really like wasting time and money, the one time it makes

since for them to stay with C++ you're still blind LOL.

(Jan 12, 2015 02:09 PM)Disasm Wrote: [\[CITE\]](#) <http://us.battle.net/wow/en/>

/thread  
... ok

**iamskid** - January 12, 2015, 1:14 pm

(Jan 12, 2015 02:12 PM)Corios Wrote: [\[CITE\]](#) ? no it wouldn't, their engine is in C++, why would they move to a new engine and convert their already working code base? Man, you really like wasting time and money, the one time it makes since for them to stay with C++ you're still blind LOL.

... ok  
Yep, they would have coded the engine in C# in first place.

C# arrived in like 2000. Their engine is much newer. Source Engine would be coded in C#. CryEngine would be C#. UE would be C#. Everything would be C#.

BUT TRUTH IS, C# IS FUCKING TRASH AND ONLY RETARDED SHITS USE IT.

Get away from c/c++ section fucking .net trash wanker.

**Corios** - January 12, 2015, 1:16 pm

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eh, you've yet to disprove a single point, have been proven wrong on several occasions now you're trying to play off as a troll, you just made this boring fast, guess this is my last post here

OP I think you have plenty of information, if not feel free to google, sorry your thread turned into a shitpost fest

**iamskid** - January 12, 2015, 1:18 pm

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You can't even answer?

You say C# is the best fucking thing and C++ is trash yet every decent game is coded in C++.

You're a fucking troll yourself.

**Disasm** - January 12, 2015, 1:19 pm

(Jan 12, 2015 02:16 PM)Corios Wrote: [\[CITE\]](#) eh, you've yet to disprove a single point, have been

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OP I think you have plenty of information, if not feel free to google, sorry your thread turned into a shitpost festbro can you emulate runescape and habbo hotel for me plz

**D?vil** - January 12, 2015, 2:01 pm

(Jan 12, 2015 02:18 PM)darkstrike420 Wrote: [\[CITE\]](#) You can't even answer?

You say C# is the best fucking thing and C++ is trash yet every decent game is coded in C++.

You're a fucking troll yourself.

I am sorry to say that you are the troll here and nobody should listen to you. C# is not the best thing ever, but great games can be made with it, not every decent game is coded in C++. That is just stupid.

Stop fighting like one programming language is the best and all others should go fuck themselves.

Have a nice day.

To OP: For your use, Unity.

**Disasm** - January 12, 2015, 2:29 pm

(Jan 12, 2015 03:01 PM)D?vil Wrote: [\[CITE\]](#) I am sorry to say that you are the troll here and nobody should listen to you. C# is not the best thing ever, but great games can be made with it, not every decent game is coded in C++. That is just stupid.

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To OP: For your use, Unity.

I am sorry to say that you have no idea what you're talking about

**D?vil** - January 12, 2015, 8:48 pm

(Jan 12, 2015 03:29 PM)Disasm Wrote: [\[CITE\]](#) I am sorry to say that you have no idea what you're talking about

Ah yes I am sure you are right, I selected the game development career path and study it because I have no idea.

Thanks for your very useful input.

**iamskid** - January 13, 2015, 3:18 am

(Jan 12, 2015 09:48 PM)D?vil Wrote: [\[CITE\]](#) Ah yes I am sure you are right, I selected the game development career path and study it because I have no idea.

Thanks for your very useful input.

No one will play your .NET trash sir. Hardware already costs a lot of money. I don't even want to imagine what futuristic hardware you would need to run a BF4 equivalent on max settings at 60 FPS in C#. Its just not happening with current mainstream hardware that don't cost 2000\$+.

C/C++ and Pascal/Delphi really are the only decent languages for general purpose software programming, all other are junk. Why? Because they're native. Managed languages are trash unless they're used for small things. Games are big things, use native languages, don't be a fucking retard like most members here.

I am not saying you can't do decent games in C#. Yes you can, you can easily make BF4-like games in C#. You won't even notice big performance difference in your game development lab due to your expensive hardware but mainstream players will notice especially those that are from 3rd-world countries.

**D?vil** - January 13, 2015, 6:33 am

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You are being very narrow minded. This thread is not about creating games to the extent of BF4, you need large teams of people to make games like that.

Stop thinking what BF4 would be like and think what YOUR game would be like. Just because BF4 doesn't perform well in other languages doesn't make them bad.

**iamskid** - January 13, 2015, 7:11 am

(Jan 13, 2015 07:33 AM)D?vil Wrote: [\[CITE\]](#) You are being very narrow minded. This thread is not about creating games to the extent of BF4, you need large teams of people to make games like that.

Stop thinking what BF4 would be like and think what YOUR game would be like. Just because BF4 doesn't perform well in other languages doesn't make them bad.

Ok. Make a game like CS:GO on C# and have it perform at minimal settings on hardware that runs BF4 on max.

Maybe its time to stop being a .net fan boy and learn a proper language for game development?

**sexytampaxlover** - January 13, 2015, 6:47 pm

guys why my account is banned ???

Im the original op of this thread !?!?!?

WTF ...

**D?vil** - January 13, 2015, 7:16 pm

(Jan 13, 2015 08:11 AM)darkstrike420 Wrote: [\[CITE\]](#) Ok. Make a game like CS:GO on C# and have it perform at minimal settings on hardware that runs BF4 on max.

Maybe its time to stop being a .net fan boy and learn a proper language for game development?

Once again, you have proven to not properly read anything I said. I never said what language I use, I'm simply defending those who may use .NET because there is no reason to hate on them.

**sexytampaxlover** - January 13, 2015, 7:24 pm

Guys sorry for my job here ,but is true that VISUAL STUDIO AND .NET TECNOLOGY ARE OPEN SOURCE BY NOW ???

**iamskid** - January 15, 2015, 6:11 am

(Jan 13, 2015 08:16 PM)D?vil Wrote: [\[CITE\]](#) Once again, you have proven to not properly read anything I said. I never said what language I use, I'm simply defending those who may use .NET because there is no reason to hate on them.

If that is not a reason enough to hate on .NET then you're autistic as fuck.

**sexytampaxlover** - January 15, 2015, 2:47 pm

(Jan 15, 2015 07:11 AM)darkstrike420 Wrote: [\[CITE\]](#) If that is not a reason enough to hate on .NET then you're autistic as fuck.

im trying out c# and i like it .

Pls before you will be banned can you explain why i must hate .net ?

Really.

Thanks?

**Alasadair** - January 15, 2015, 3:23 pm

(Jan 13, 2015 08:16 PM)D?vil Wrote: [\[CITE\]](#) Once again, you have proven to not properly read anything I said. I never said what language I use, I'm simply defending those who may use .NET because there is no reason to hate on them.

I only use .NET for client-side rapid development. I have no intention of using it for games/malware. Languages have their purpose and this isn't one of them for .NET

(Jan 15, 2015 03:47 PM)sexytampaxlover Wrote: [\[CITE\]](#) im trying out c# and i like it .

Pls before you will be banned can you explain why i must hate .net ?

Really.

Thanks?

Imfao @ darkstrike he called you out son.