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Subject: Re: C&C Sandbox?

Posted by [Ethenal](#) on Tue, 13 Oct 2009 01:31:58 GMT

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YazooGang wrote on Mon, 12 October 2009 15:17Ethenal wrote on Mon, 12 October 2009 15:09It's a very near-dead game, don't expect too much.

Yes, the build servers are laggy, but they already exist and basically replicate the same functionality that the Sandbox mod has... why would someone make a client side version of something that already exists simply because the original lags?

+ client side is capable of more coding than the server-side.

Yeah, except it's code nobody's going to write.

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