Subject: C&C Sandbox?
Posted by YazooGang on Mon, 12 Oct 2009 19:40:31 GMT

So, if anyone doesnt know, Battlefield 2 has a mod for is self called Sandbox. I played it and loved it. Do you guys think that it will be a good idea to make a sandbox mod for renegade? Since there are alot of "laggy" build server on renegade, why dont we have a client side one, with less lagg.

Want to see if the community thinks its a "good" idea, i'm sure its not so great but it will be fun...

Subject: Re: C&C Sandbox?
Posted by Ethenal on Mon, 12 Oct 2009 20:09:31 GMT

It'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?

Subject: Re: C&C Sandbox?
Posted by YazooGang on Mon, 12 Oct 2009 20:17:51 GMT

Ethenal 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.

Subject: Re: C&C Sandbox?
Posted by Ethenal on Tue, 13 Oct 2009 01:31:58 GMT

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.

Subject: Re: C&C Sandbox?
Posted by YazooGang on Tue, 13 Oct 2009 02:12:29 GMT

Quote:It's a very near-dead game, don't expect too much.
I kinda agree with you on that one. So, no sandbox....