
Subject: Re: new fds bot, c++ php, perl
Posted by [AmunRa](#) on Sat, 29 Jul 2006 13:27:03 GMT
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This game will have long since been dead by the time you make something good out of this. As I said before, I believe you lack the experience to complete a project of this magnitude. It would also be helpful to stop using the shitty express editions of VC++

If anything, you should try coding it in VB, it is significantly easier than using C++ or anything like that. You should have started programming with VB before anything else to begin with anyway.
