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Subject: Re: Test this for me, eh? PokemonCA Engine Test

Posted by [light](#) on Wed, 14 Nov 2007 04:52:18 GMT

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Jecht wrote on Wed, 14 November 2007 12:48 True I suppose. Coding it in Java or something like it would be a pain though

Most of my development work has been in Java, which has its strengths and weaknesses, but yes, for games you don't want Java.

C++ would be my recommendation, but having worked with it for a while and cursing it even longer I can understand someone going with what I consider to be a more limited language to gain productivity.

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