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Subject: Re: C&C Sandbox?

Posted by [Ethenal](#) on Mon, 12 Oct 2009 20:09:31 GMT

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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?

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