

---

Subject: Re: Server.dat patch

Posted by [Jerad2142](#) on Fri, 11 Feb 2011 17:43:37 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

snazy2000 wrote on Fri, 11 February 2011 10:08Try and convert your LUA to c++??

LUA has the advantage of being able to be deployed into the game at run time, you don't have to exit the server and recompile to add new scripts.

Plus there are going to be people out there that find higher level languages easier to use.

---