Subject: Re: Visual Basic
Posted by Jerad2142 on Tue, 24 Nov 2009 01:29:53 GMT

Saberhawk wrote on Sat, 21 November 2009 16:34The G-Man wrote on Sat, 21 November 2009 17:16Well don't forget out Lua, but what about C#?

The only way to program Renegade directly is C++, namely compiled with Microsoft's C++ compilers. However, this doesn't prevent you from making C++ code that interfaces with other languages (like Lua, for example).
I think someone made a luna plug in for SSGM awhile ago, that might be what he is referring to.