Subject: Visual Basic
Posted by The Party on Fri, 20 Nov 2009 20:14:47 GMT
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Can you write scripts for Renegade using Visual Basic? I just got the Express version and got intrested in coding with it.

Subject: Re: Visual Basic
Posted by cnc95fan on Fri, 20 Nov 2009 20:41:48 GMT
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No

Subject: Re: Visual Basic
Posted by Distrbd21 on Fri, 20 Nov 2009 20:50:08 GMT
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visual studio 2005..

Subject: Re: Visual Basic
Posted by The Party on Fri, 20 Nov 2009 23:20:05 GMT
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What about it? So you can only code in C++?

Subject: Re: Visual Basic
Posted by _SSnipe_ on Fri, 20 Nov 2009 23:52:19 GMT
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The G-Man wrote on Fri, 20 November 2009 15:20What about it? So you can only code in C++?
I think so ya

Subject: Re: Visual Basic
Posted by saberhawk on Sat, 21 Nov 2009 00:01:23 GMT
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The G-Man wrote on Fri, 20 November 2009 18:20What about it? So you can only code in C++?

That is correct.

Subject: Re: Visual Basic
Posted by The Party on Sat, 21 Nov 2009 22:16:52 GMT
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Well don't forget out Lua, but what about C#?

Subject: Re: Visual Basic
Posted by saberhawk on Sat, 21 Nov 2009 23:34:53 GMT
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The 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).

Subject: Re: Visual Basic
Posted by Omar007 on Sat, 21 Nov 2009 23:40:12 GMT
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So if you would write a plugin for either VB or C# (or both) you can program in these languages. Otherwise you will have to do it in C++ or LUA

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