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Subject: How to write a program that dynamically interacts with renege

Posted by [Anonymous](#) on Mon, 28 Oct 2002 23:27:00 GMT

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I am trying to write a program that will change the skins and sounds you see/hear based on the map and char. How do I go about getting this information from renegade into my program? I do not need the code I just need to know where the info is stored.

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