
Subject: Scripting Renegade

Posted by [_SSnipe_](#) on Tue, 26 Apr 2011 18:35:07 GMT

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Well, I know my pass with C++ has not been the greatest, but Im working on our last chapter in our c++ class at my college. The class itself is called:

CIS-5 Fundamentals of Programming Logic using C++

After I finish this class I plan on moving to

CIS-17A C++Programming: Objects

CIS-17B C++Programming: Advanced Objects

CIS-17C C++Programming: Data Structures

to acquire a certificate (it is also lower division classes)

http://www.rcc.edu/programs/certificate_details.cfm?code=42

Anyways, so far in this class we have learned:

c++ basics

Input / output

Loops

Functions / Call-by-reference

Streams / C-Strings

Arrays

Strings

Vector

Pointers / Dynamic Arrays

And last chapter I have not started is, structures, classes and many more I did not list

Anyways, I plan on scripting basic renegade stuff, just as practice and to learn a little more till I take the next c++ class.

My only question is, iv seen snippets of renegade codes, where is the information about the scripts? like, whats what in the game? is their a list that tells what what to write about? whats a game object, etc, anywhere to find this info?

Subject: Re: Scripting Renegade

Posted by [C C_guy](#) on Wed, 27 Apr 2011 23:02:54 GMT

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Google, is your friend.

Subject: Re: Scripting Renegade
Posted by [Gen_Blacky](#) on Thu, 28 Apr 2011 00:03:00 GMT
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C C_guy wrote on Wed, 27 April 2011 16:02: Google, is your friend.

so are readmes

Subject: Re: Scripting Renegade
Posted by [iRANian](#) on Thu, 28 Apr 2011 17:21:39 GMT
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the engine_*.h contain the core functions and variables. bhs.txt and the readme*.txt files contain info on the bhs specific functionality and all the other scripts inside the scripts344 source code. SSGM doesn't really have documentation, just check ssgm.ini a bit for info.

I advise you to first fuck around with LevelEdit a bit to see how things are named and work for a bit, the engine_*.h stuff reflect a lot of the naming. Afterwards start with reading the engine_*.h files, then do all the other scripts inside the scripts.dll source and then move on with the ssgm source. You might be interested in reading the source code to the stuff reborn released & the YaRR source code (it contains a small IRC library and it uses sqlite!).

Subject: Re: Scripting Renegade
Posted by [bmruze](#) on Sat, 09 Jul 2011 03:00:51 GMT
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I wish my college offered more C++ related classes instead of Visual Basic or Java.

Good luck on your education.

Subject: Re: Scripting Renegade
Posted by [_SSnipe_](#) on Fri, 22 Jul 2011 08:32:00 GMT
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I'm trying to transfer to Cal State Poly and for Computer Science, it requires 1 class on c++ logic (already taken) and 2 advance classes for C++ and 2 classes for java, then just one more extra class for both to be certified, I got my work cut out for me =/

Subject: Re: Scripting Renegade
Posted by [iRANian](#) on Fri, 22 Jul 2011 16:14:26 GMT
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tell them your last name is Knuth
