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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 17:16 Well 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).

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