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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](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?

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