
Subject: Re: What's the best way to start a new Dragonade plugin project in VS?
Posted by [Ethenal](#) on Tue, 18 Apr 2017 01:03:09 GMT

[View Forum Message](#) <> [Reply to Message](#)

what are you making Iran?

I haven't messed around with this game in forever. I just checked, I still have my git repositories from my work with BRenBot and Dragonade on Jelly. haven't touched it in a year or more. I'm almost tempted!
