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Subject: How Things Change...

Posted by [gibberish](#) on Thu, 27 May 2004 06:50:41 GMT

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npsmith82\*Wonders what language(s) Renegade is written in\*

I would say its pretty much certain that its some combination of C/C++ and assembler.

By that I mean its quite likely that all three have been used.

I have to say that there is nothing quite like the speed you get when you implement an algorithm in assembler using registers.

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