
Subject: How to write a program that dynamically interacts with renege
Posted by [Anonymous](#) on Mon, 28 Oct 2002 23:27:00 GMT

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I am trying to write a program that will change the skins and sounds you see/hear based on the map and char. How do I go about getting this information from renegade into my program? I do not need the code I just need to know where the info is stored.

Subject: How to write a program that dynamically interacts with renege
Posted by [Anonymous](#) on Tue, 29 Oct 2002 06:49:00 GMT

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First of all, you don't want to do that (renegade ain't programable, use ut2003 instead). Second, you're not getting to a point. Please say which programming language you use. Third, I can help you but that's more of a haxor method. Anyways here it goes. So you must search the Ram for Renegade (when it's running of course, like duh), then you must get to know the ins and outs and then maybe you could track down the skins and change them. But when you do that every virus scanner would see it and your program would be deleted.

Subject: How to write a program that dynamically interacts with renege
Posted by [Anonymous](#) on Tue, 29 Oct 2002 15:12:00 GMT

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I believe that is what blazerotate does. Though I could be wrong

Subject: How to write a program that dynamically interacts with renege
Posted by [Anonymous](#) on Tue, 29 Oct 2002 18:25:00 GMT

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actually by turning on the debug setting in the registry (HIGHLY UNRECOMMENDED) you could get all the information that the game is processing, although it would seriously lag out a game...

Subject: How to write a program that dynamically interacts with renege
Posted by [Anonymous](#) on Wed, 30 Oct 2002 00:17:00 GMT

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or I could just copy the skins to the data directory.

Subject: How to write a program that dynamically interacts with renege
Posted by [Anonymous](#) on Wed, 30 Oct 2002 00:42:00 GMT

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That would tear hard on your disk

Subject: How to write a program that dynamically interacts with renege

Posted by [Anonymous](#) on Wed, 30 Oct 2002 01:45:00 GMT

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THANKS

Subject: How to write a program that dynamically interacts with renege

Posted by [Anonymous](#) on Wed, 30 Oct 2002 13:29:00 GMT

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quote:Originally posted by Shinzzz:First of all, you dont want to do that(renege aint programable, use ut2003 instead.O_o Yes Renegade is just a miracle on the computer, it just magically shows up and can never be changed.

Subject: How to write a program that dynamically interacts with renege

Posted by [Anonymous](#) on Thu, 31 Oct 2002 11:38:00 GMT

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i have found renege very programable, just try there slim before you go and make a statement like that...also, UT2k3 DID come with tools to program for it yes, but Microsoft provides tools to program for Renegade, they are called Visual Studio 6.0
