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Subject: Direct Renegade Win32 C++ Support.  
Posted by [Dave Anderson](#) on Fri, 11 Jan 2008 03:33:48 GMT  
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DPDN (DCOM Productions .NET) is proud to announce its \*game specific\* development support category of its forums. Here you can now find its first subforum which is specifically for Command & Conquer Renegade. The goal of this forum is to allow people to discuss and help one another with tasks such as editing scripts.dll.

With this new addition to DPDN, it would also be nice if we had a few people familiar with editing scripts.dll to help out in the forums. I personally do not have any affiliation with Renegade programming, but others do and I hope to allow those people to bring forth their great skills to create yet another great source for Renegade development.

This can be found on our forums on the index page or by direct link.

<http://forums.dcomproductions.net/>  
<http://forums.dcomproductions.net/viewforum.php?f=46>

Thanks,  
- Owner of DPDN

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [wittebolx](#) on Fri, 11 Jan 2008 05:09:00 GMT  
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you cant post or reply on a topic? why is that?

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Dave Anderson](#) on Fri, 11 Jan 2008 05:42:26 GMT  
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Fixed. I forgot to copy the forum permissions for that forum. Sorry for the inconvenience.

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Yrr](#) on Fri, 11 Jan 2008 11:45:41 GMT  
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Dave Anderson wrote on Fri, 11 January 2008 04:33The goal of this forum is to allow people to discuss and help one another with tasks such as editing scripts.dll.  
Oh yeah, let's use a new forum for scripts.dll support, instead of the script's official main forums here.

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Sir Kane](#) on Fri, 11 Jan 2008 12:59:39 GMT  
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Shut up.

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Ethenal](#) on Sat, 12 Jan 2008 00:15:48 GMT  
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Sir Kane wrote on Fri, 11 January 2008 06:59Shut up.

Who was that directed to?

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Rocko](#) on Sat, 12 Jan 2008 00:16:55 GMT  
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Ethenal wrote on Fri, 11 January 2008 18:15Sir Kane wrote on Fri, 11 January 2008 06:59Shut up.

Who was that directed to?  
to the voices in his head

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Genesis2001](#) on Sat, 12 Jan 2008 00:53:31 GMT  
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Rocko wrote on Fri, 11 January 2008 17:16Ethenal wrote on Fri, 11 January 2008 18:15Sir Kane wrote on Fri, 11 January 2008 06:59Shut up.

Who was that directed to?  
to the voices in his head

To idiots like you. (No offense intended Yrr =P)

I usually don't like to flame others....But, I'll make an exception.

~MathK1LL

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Sir Kane](#) on Sat, 12 Jan 2008 10:17:29 GMT  
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Ethenal wrote on Sat, 12 January 2008 01:15Sir Kane wrote on Fri, 11 January 2008 06:59Shut up.

Who was that directed to?  
Yrr and Rocko.

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Genesis2001](#) on Sat, 12 Jan 2008 18:56:13 GMT  
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Sir Kane wrote on Sat, 12 January 2008 03:17Ethenal wrote on Sat, 12 January 2008 01:15Sir Kane wrote on Fri, 11 January 2008 06:59Shut up.

Who was that directed to?  
Rocko.

\*Fixed\*

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Zion](#) on Sun, 13 Jan 2008 15:47:38 GMT  
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MathK1LL wrote on Sat, 12 January 2008 18:56Sir Kane wrote on Sat, 12 January 2008 03:17Ethenal wrote on Sat, 12 January 2008 01:15Sir Kane wrote on Fri, 11 January 2008 06:59Shut up.

Who was that directed to?  
Yrr and Rocko.

\*Fixed\*

\*Unfixed\*

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Sir Kane](#) on Sun, 13 Jan 2008 16:58:15 GMT

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Tits.

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Ethenal](#) on Sun, 13 Jan 2008 19:41:25 GMT

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Why the hell did it ever need fixing?

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Genesis2001](#) on Mon, 14 Jan 2008 00:17:58 GMT

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Ethenal wrote on Sun, 13 January 2008 12:41Why the hell did it ever need fixing?

Because I made the mistake of thinking someone was asking me who my comment was directed at.

~MathK1LL

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Subject: Re: Direct Renegade Win32 C++ Support.  
Posted by [Ethenal](#) on Mon, 14 Jan 2008 01:14:45 GMT

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MathK1LL wrote on Sun, 13 January 2008 18:17Ethenal wrote on Sun, 13 January 2008 12:41Why the hell did it ever need fixing?

Because I made the mistake of thinking someone was asking me who my comment was directed at.

~MathK1LL

Oh haha, no problem then.

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