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Re: What language does AGS use? **AGS actually uses a custom scripting language that is very comparable to C languages** (such as C++). If you go through the scripting tutorial in the manual you'll see that the basics are extremely C-like. You should also check the manual regarding Pointers. Oct 18, 2008

<https://www.adventuregamestudio.co.uk › forums>
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Adventure Game Studio (AGS) is an open source development tool primarily used to create graphic adventure games. ... It is aimed at intermediate-level game ...

<https://adventuregamestudio.github.io › ags-manual › S...>
[Scripting Language](#)

Scripting Language. **Scripting Language.** This section provides an extensive reference for AGS script capabilities and common practices.

Missing: ~~machine~~ | Must include: [machine](#)
<https://www.mycplus.com › Blog>
[Adventure Game Studio \(AGS\) Engine – written in C/C++](#)

Jan 26, 2021 — In order to set up the most features of game with **scripting language** written in C **language** AGS combines an Integrated Design Environment ...

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Python **scripting** can be used for many tasks in Maya, from running simple commands ... and best programming **language** for Data Science and **Machine** Learning.

<https://www.ibiblio.org › apollo>
[Virtual AGC Home Page - Ibiblio](#)

Sep 21, 2021 — yaLEMAP is an assembler for **AGS assembly language**. The source code for the AGS flight ... In the file-dialog, select the pre-recorded **script**.

<https://www.ibiblio.org › apollo › yaAGS>
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Jan 15, 2022 — The **AGS** was a **computer** system used in the LM. It was a completely separate **computer** system from the LM's AGC, with a different architecture, ...

http://sierrachest.com › ...

Engine: Adventure Game Studio - The Sierra Chest

... a **scripting language** based on the C **language** to process the game logic. **Adventure Game Studio** was created by British programmer Chris Jones. **AGS** was ...

https://www.nyfa.edu › student-resources › how-to-mak...

How to Make a Game Without Coding - New York Film Academy

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