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Subject: Re: If you were making a patch for Renegade, what would you do?

Posted by [Zion](#) on Thu, 20 Dec 2007 01:52:22 GMT

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Crimson wrote on Wed, 19 December 2007 22:00I would probably gather a team of the finest coders Renegade has to offer, get the source code from EA and work with that team to make Renegade everything is was supposed to be and could be.

Don't forget about us 3D and 2D graphics artists. Not all issues with Renegade are code based.

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