
Subject: Re: Who do you hold in the highest regard in renegade?

Posted by [jonwil](#) on Fri, 30 Jul 2010 11:20:57 GMT

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If we can pick ourselves, I pick me for being the guy that first started custom code for renegade.

I would also pick WD and Vloktboky (not because of their non-existent coding skills but because they were the first to deliver server side mods that delivered features previously never thought possible)

And Saberhawk (who knows more about Direct3D and shaders and graphics as applied to renegade than anyone and wrote most of the graphics code in the scripts.dll)

And StealthEye (who is a netcode guru and made improvements to the netcode in 4.0)

Plus the other coders (Ghostshaw and Sir_Kane specifically) for their contributions to scripts 4.0

Danpaul too for his work on brenbot and on scripting for RA2:AR
