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Subject: Anyone remember that Renegade programmer?

Posted by [reborn](#) on Mon, 03 Aug 2015 08:11:42 GMT

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A few years ago a programmer that worked on Renegade swung by these forums. He was asking for testers for his game, which was a team based FPS, but he was using basic geometry at the time as place holders for characters and structures.

People tried picking his brains about the "points fix" at the time, but he couldn't really remember. Does anyone remember the site he linked to? I'm curious how it turned out and if it was ever finished.

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