
Subject: Re: [HowTo] Installing and using Renegade with TT on Linux
Posted by [der Papst](#) on Sun, 02 Jun 2024 21:28:04 GMT

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To add my rant:

A long time ago (>20 years), before WINE learned to interpret direct-3d (aka directX), there was a fork of it which was already capable of through additions. I think it was called wine-3d, wine-x or something.

When Renegade was released, it could already run perfectly on Linux, also in multiplayer out of the box.

The only thing that later stopped it was renguard.
