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

Posted by [Ryu](#) on Mon, 31 Dec 2007 05:49:26 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.

I'd purchase a license to the Hav0k physics engine, and you could totally implement that, and modify it to be awesome cakes.

That is, if you could get Renegade's source code and that team.

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