TBH, WW had a good object-oriented design going for the time. The implementations are butt-ugly though, and some of the interfaces would be respecified using higher-level classes (is there anything good about char* other then the fact that it's a tiny smidgen faster then using std::string? Not really...when char*s show up, sloppy, buggy, and often exploitable code is soon to follow) had Renegade been designed in the context of 1998 Standard C++ as opposed to the pre-standard dialect they were working with at the time. On top of that, Renegade was rushed to release at about version 0.5.