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Subject: Renegade Patch

Posted by [EA-DamageEverything](#) on Fri, 25 Feb 2005 07:10:21 GMT

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FMrebornand to have a final patch 1.038 with a big map pack that everyone must download, and for it to also include renguard which MUST be configured to auto update. 100% agree with this! Set all Servers up to Full-RG and all players must get certain mappacks by the autoupdate. This would be the way to solve the problem that we ain't got enough fanmap-providing Servers and not all players have the CorePatches...

But its not a good Idea binding another Anticheat Tool into Renegade. Not really. The Renegade Community together updates this game internal without EA and its good. RenGuard works fine on 99% of all players and one Tool more may cause complications client-server/server-client sided. Server runs with RenGuard SSC and the client runs Aceton? How would the 2 different programs communicate?

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And to the other Ideas: I am wondering why most of the ppl playing every day on WOL is too dumb/unable/lazy to download a few Fanmaps from the popular and well-known download databases? There are many young ppl playing (young=under 18 ) and nearly all of them do know how to download something and how to install it. So where is the problem that 95% of all AOW servers are running Westwood+CP1 maps? New maps are made for being played and try something new -NEW is the important word I think.

New functions have been added (IE SS-CP1.3 & Scripts 2.01) and the whole community accepts and loves them (Crates, wreckages, Dragonade mod @black-cell...etc). Computers getting faster and better, so why do we have this annoying situation? I found out that one of the problems is: You will find ANY information about Renegade you want -but on 99,999 different websites!

I am a german player, I think Germany has one of the greatest Renegade Comunnitites along the US- and UK-Community (ok there are maybe 30% german servers in comparison to the rest UK/NL/US, but look at GaySpy/ASE: 60% in comparison to the servers with an US-Flag).

It would be a step forward to centralize all information like in this great forum here! I wrote something similar to this in the german Forum at <http://www.cncforen.de> (Topic: Zusätzliches Forum für Blackhand) with my Nick Basishure. If some of you understand german or are germans read it if you want. BTW, mac is posting there too.

Damn big post here, sorry. but finally I must add congrats to Alkaline! Unrules has got a simple but very effective concept: Providing the maps needed to play on their servers in mappacks and get a strong community of ppl who exactly want to play these maps! Some donate money to keep the servers alive and have fun playing on them. Thats the way it should be.

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