
Subject: keeping teams even question...

Posted by [MrSpeed](#) on Sun, 05 Dec 2004 23:19:24 GMT

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May I ask if anyone is working on some sort of update for Renegade that would not allow a 5th (7th, 9th, 11th and so on) person in the game to play till the 6th joins. I cant tell you how many times we play on a server and an od player joins and in some games the xtra player makes all the difference. Like a 2 vs 3 cause if you got 5 even players in skills the 3 will always beat the 2 if they all of same skill level. How about letthing the odd new player watch till the next come to play.

Make sense?

Subject: keeping teams even question...

Posted by [dodge1tis](#) on Mon, 06 Dec 2004 02:13:26 GMT

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hard to code the spectator mode part, but that would be cool to run around the map; spectating.

oftopic: o0o0o0o a use for teh s3m1c0l0n!!1!11!!!1

Subject: keeping teams even question...

Posted by [glyde51](#) on Mon, 06 Dec 2004 02:43:42 GMT

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no, it's improperly used, it would be a comma, hence:

hard to code the spectator mode part, but that would be cool to run around the map, spectating.

Subject: keeping teams even question...

Posted by [DaveGMM](#) on Mon, 06 Dec 2004 13:27:08 GMT

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Jesus Christ, not another one who wants to comment on people's spelling and grammar.

Why don't you get the point that you can try and change people all you like, it'll never happen.

Subject: keeping teams even question...

Posted by [sniper12345](#) on Mon, 06 Dec 2004 13:49:29 GMT

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^ Hypocrite

Subject: keeping teams even question...

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 14:06:01 GMT

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glyde51no, it's improperly used, it would be a comma, hence:

hard to code the spectator mode part, but that would be cool to run around the map, spectating. You have no business correcting someone on their grammar when you can't even capitalize the first letter of every sentence.

Subject: keeping teams even question...

Posted by [Jecht](#) on Mon, 06 Dec 2004 15:36:28 GMT

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why do people worry about the spelling and grammer to the extreme degree when typing on the internet, your not being graded on it.

Subject: keeping teams even question...

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 15:40:40 GMT

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It is a little ridiculous, but at the same time, it isn't a bad idea to have decent spelling and grammar. As far as correcting someone on it can be debated whether or not it's a good thing, but I only do it when someone bugs the fuck out of me, or I just want to make fun of cowmisfit's horrible spelling and grammar.

Subject: keeping teams even question...

Posted by [NHJ BV](#) on Mon, 06 Dec 2004 19:41:53 GMT

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Wow, this thread went off-topic after one reply. Is this a new record?

Subject: keeping teams even question...

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 19:53:05 GMT

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I'm guessing that it isn't.

Subject: keeping teams even question...

Posted by [Deactivated](#) on Mon, 06 Dec 2004 20:04:14 GMT

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oemg smiispslelellongs so cloo!!!!1111oneoneone

Subject: keeping teams even question...

Posted by [oxi](#) on Mon, 06 Dec 2004 21:10:18 GMT

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waits for AK to see this lol

I see a flame war in the making....

and ontopic:

It would be a nice feature but I doubt anyone would take it up or be able to do it without Renegade's source code.

Subject: keeping teams even question...

Posted by [flyingfox](#) on Mon, 06 Dec 2004 21:27:06 GMT

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glyde51no, it's improperly used, it would be a comma, hence:

hard to code the spectator mode part, but that would be cool to run around the map, spectating.

WRONG. A semicolon should be used and, with most people, they don't know when. My manager for example: "please leave the building when your work is finished, you are no longer required." no no no! If the word 'as' came after the comma, it would be fine..

Subject: keeping teams even question...

Posted by [Stryder](#) on Mon, 06 Dec 2004 21:50:16 GMT

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no pplz u hsuoldnt cowwect pplz speeling cuz dat mean n stuf

Subject: keeping teams even question...

Posted by [xptek](#) on Mon, 06 Dec 2004 22:02:15 GMT

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=[DT=gbull=[L]=]why do people worry about the spelling and grammer to the extreme degree when typing on the internet, your not being graded on it.

you're*

Subject: keeping teams even question...

Posted by [Dave Mason](#) on Mon, 06 Dec 2004 22:04:12 GMT

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JEEZ WHO CARES? What's with the grammar police? This whole topic has gone completely off topic. Honestly, as long you can read it, who gives a stuff?

Subject: keeping teams even question...

Posted by [rm5248](#) on Mon, 06 Dec 2004 22:10:31 GMT

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w3ll u se taht theeese potst shuld be sumwat redable or eles u can nut red them

Subject: keeping teams even question...

Posted by [xptek](#) on Mon, 06 Dec 2004 22:48:41 GMT

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Subject: keeping teams even question...

Posted by [icedog90](#) on Mon, 06 Dec 2004 22:50:10 GMT

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Subject: keeping teams even question...

Posted by [xptek](#) on Mon, 06 Dec 2004 22:51:16 GMT

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icedog90

OMG, another misspelling.

Subject: keeping teams even question...

Posted by [icedog90](#) on Mon, 06 Dec 2004 22:53:02 GMT

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I didn't make that photo, but it still rocks.

Subject: keeping teams even question...

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 22:53:28 GMT

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ScampOMG, another misspelling.

Mr. Russian boy shouldn't be correcting others' spelling.

Subject: keeping teams even question...

Posted by [xptek](#) on Mon, 06 Dec 2004 22:55:01 GMT

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Maybe people could learn to speak their native languages correctly?

Subject: keeping teams even question...

Posted by [icedog90](#) on Mon, 06 Dec 2004 22:56:43 GMT

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Just a random thought, how long have you known English for?

Subject: keeping teams even question...

Posted by [xptek](#) on Mon, 06 Dec 2004 22:58:48 GMT

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mm.. 4 years now?

I just devoted a lot of time to it.

Subject: keeping teams even question...

Posted by [cheesesoda](#) on Mon, 06 Dec 2004 23:00:11 GMT

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I still own you in my native language.

BTW...I'm trying to get ra2uk to link his server with ours since clare and nick apparently pulled the plug.

Subject: keeping teams even question...
Posted by [icedog90](#) on Mon, 06 Dec 2004 23:01:24 GMT
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Heh, that's very short amount of learning, yet you know so much. But then again, you said you devoted a lot of time towards it.

Subject: keeping teams even question...
Posted by [xptek](#) on Mon, 06 Dec 2004 23:03:00 GMT
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I'm going to do the same thing with French eventually.

Subject: keeping teams even question...
Posted by [icedog90](#) on Mon, 06 Dec 2004 23:03:54 GMT
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How well can you pronounce English? That's another big thing.

Subject: keeping teams even question...
Posted by [xptek](#) on Mon, 06 Dec 2004 23:04:51 GMT
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It's er... iffy.

Subject: keeping teams even question...
Posted by [icedog90](#) on Mon, 06 Dec 2004 23:05:43 GMT
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Hehe, that's what I was thinking.

Subject: keeping teams even question...
Posted by [cheesesoda](#) on Mon, 06 Dec 2004 23:07:48 GMT
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Ty, I need to talk to you about some stuff regarding our hosting and that. I need some way to talk. IRC?

Subject: keeping teams even question...

Posted by [prox](#) on Tue, 07 Dec 2004 01:30:41 GMT

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Scampmm.. 4 years now?

I just devoted a lot of time to it.

I thought I was the only one.

Subject: keeping teams even question...

Posted by [Jecht](#) on Tue, 07 Dec 2004 05:03:18 GMT

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omg, this is soo fucking dumb. typing on the internet is not the same as doing a research paper, misspellings and grammatical errors are common, get over yourself Scamp.

Subject: keeping teams even question...

Posted by [cheesesoda](#) on Tue, 07 Dec 2004 05:04:37 GMT

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Dude, Scamp is just fucking around. Someone needed to post that anyways.
