**Subject: sniper server**
Posted by ufo276 on Sun, 13 Mar 2005 00:24:28 GMT
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ok I am getting sick of the noobs that think everyone who is half way decent cheat and ban. Could someone please tell me where I can get a good ini file for the ren dedicated to destroy air strip and weapons factory. Also could someone help me put renguard on my box.

I am using a 2.4 pent 1 gig ram on a 10 meg line that we use as a battlefield server. Ren dedicated is already loaded and ready to go just need to make the minor changes I am requesting.

This server should hold between 64 and 100 players on this game.

**Subject: sniper server**
Posted by Memphis on Sun, 13 Mar 2005 00:31:10 GMT
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im sure someone will give you the link to the sniper mod you want but firstly on a 10 meg line you wont get nearly as many players as that and secondly a sniper game that big would just suck tbh you want 16-32 32 being the very maximum otherwise you will have no space to move, hide and everything else you do when sniping

**Subject: sniper server**
Posted by ufo276 on Sun, 13 Mar 2005 00:39:43 GMT
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actually the box is at the matrix, and If I can host a 40 player BFV server I could double that on renegade. And no I was thinking 20 payers tops. I am just giving what the server can hold, proving there would be no lag.

**Subject: sniper server**
Posted by IRON FART on Sun, 13 Mar 2005 08:57:00 GMT
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While it is possible to host a 64 player server, it's not worth it. Everyone will get a poor FPS, and there will be NO room at all for people to move around.

**Subject: sniper server**
Posted by JPNOD on Sun, 13 Mar 2005 12:37:51 GMT
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Nice c0nn. Just get BR bot and The sniper script.
But if it gets full is a second.There's so many servers on WOL.
Just empty hole day. But after a time it might get its people.
Ive played sniper games with 60 players back in the day its chaos but pretty fun from time to time.

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Subject: sniper server
Posted by Homey on Sun, 13 Mar 2005 13:41:31 GMT
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lol a 2.4 won't host even 60
Either way wol cuts out around 60 often

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Subject: sniper server
Posted by Majiin Vegeta on Sun, 13 Mar 2005 14:15:22 GMT
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ufo276actually the box is at the matrix, and If I can host a 40 player BFV server I could double that
on renegade. And no I was thinking 20 payers tops. I am just giving what the server can hold,
proving there would be no lag.

yea that makes sense

who cares what another game can hold on your server this is renegade ok

Also if you do stick rengaurd on your server make it full and pure mode..
i doubt there will be any "elite" snipers playing pure xD

---

Subject: sniper server
Posted by Opalkilla on Sun, 13 Mar 2005 15:14:08 GMT
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IRON FARTWhile it is possible to host a 64 player server, it's not worth it. Everyone will get a poor
FPS, and there will be NO room at all for people to move around.

Exactly.  The Renegade maps just aren't big enough.

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Subject: sniper server
Posted by Creed3020 on Tue, 15 Mar 2005 03:25:27 GMT
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Linkie

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Subject: sniper server
Posted by IRON FART on Tue, 15 Mar 2005 04:04:20 GMT
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Majiin Vegetaufo276actually the box is at the matrix, and If I can host a 40 player BFV server I could double that on renegade. And no I was thinking 20 payers tops. I am just giving what the server can hold, proving there would be no lag.

yea that makes sense

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Also if you do stick rengaurd on your server make it full and pure mode..
i doubt there will be any "elite" snipers playing pure xD
True. Just because BFV is a newer game doesn't mean that it uses more server power/bandwidth. Renegade isn't all that efficient compared to other games.

Subject: sniper server
Posted by YSLMuffins on Tue, 15 Mar 2005 04:15:49 GMT
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OMG LOL!  100 players!

Subject: sniper server
Posted by IRON FART on Tue, 15 Mar 2005 04:26:28 GMT
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Has anyone ever played in a working 127 player server?
Max I have played in is a 64 player. Wasn't too bad. Was crowded though.

Subject: sniper server
Posted by Homey on Tue, 15 Mar 2005 14:31:45 GMT
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I've been in 86 max, had 10fps on my old pc
I've seen 90 something but never over 100.

Subject: sniper server
Posted by reborn on Tue, 15 Mar 2005 14:36:44 GMT
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You could do it on Linux server hosting for GSA, as this allows the FDS to multi thread.  If

someone had a 3.2ghz dual xeon then it would be fun to test.

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Subject: sniper server
Posted by SuperMidget on Tue, 15 Mar 2005 15:07:07 GMT
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Wow. 100 players on say cario with no vech limit and mine limit to be around 200.

  One hellofa game.

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Subject: sniper server
Posted by Homey on Tue, 15 Mar 2005 19:30:20 GMT
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No vech limit with 100 players, I think that'd kill any computer

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Subject: sniper server
Posted by Madtone on Tue, 15 Mar 2005 20:22:43 GMT
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RebornYou could do it on Linux server hosting for GSA, as this allows the FDS to multi thread.  If someone had a 3.2ghz dual xeon then it would be fun to test.

How does quad 2.8ghz xeons sound?

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Subject: sniper server
Posted by Spoony_old on Tue, 15 Mar 2005 20:24:38 GMT
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HomeyNo vech limit with 100 players, I think that'd kill any computer
50 flamers rushing.... fps 0.0005?

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