
Subject: It's about time...

Posted by [flyingfox](#) on Mon, 02 May 2005 15:31:54 GMT

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That we had some WOL servers that didn't suck dick. Anything without crates, that wrecked vehicles crap, capture the flag, idiot commands to block the harvester, basically normal renegade has gone out of the window. Ren online officially sucks,. About time server owners took a step back and thought about new players who didn't know about any of this, followed the strategy guide and decided to play online. A lot of the ren readme doesn't apply anymore because of the crap they're running. Can we have some normal ren please?

Subject: It's about time...

Posted by [Dave Mason](#) on Mon, 02 May 2005 15:56:05 GMT

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Whinge

Subject: It's about time...

Posted by [The Mad Hatter](#) on Mon, 02 May 2005 17:29:22 GMT

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Play RenAlert.

Subject: It's about time...

Posted by [Naamloos](#) on Mon, 02 May 2005 18:15:34 GMT

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Renalert is a dead mod and nobody plays.

Subject: It's about time...

Posted by [PermaGrin](#) on Mon, 02 May 2005 18:16:11 GMT

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Dont like the way servers are run?

(mental thought...apparently or else you would not have written this topic)

Run you own server..then you can decide how it is run.

I personally quit playing Renegade like 8 months ago due to fact I been playing the same exact game for over 2 years. About 3 months ago I slowly got back into it, because the server I play uses lots of scripts and give players lots of new abilites. While the game is still the same...alot of the time I find myself doing things differently each time around due to these new things.

Just because you dont like how servers are run, does not mean it now "sucks dick".

Subject: It's about time...

Posted by [idebo](#) on Mon, 02 May 2005 19:19:19 GMT

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NaamloosRenalert is a dead mod and nobody plays.

No, you're wrong, people still play it. Trust me.

Subject: It's about time...

Posted by [reborn](#) on Mon, 02 May 2005 20:44:58 GMT

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There is few new players to renegade, it isn't like you can go to the shops now and see it as a top 10 game or anything, infact I got my last copy from ebay, I couldn't find it in a high street shop at all.

Serverside modifications are good in my opinion. They make the game varied for veteran players that might otherwise loose interest.

Subject: It's about time...

Posted by [The Mad Hatter](#) on Mon, 02 May 2005 20:49:01 GMT

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Quote:Renalert is a dead mod and nobody plays.

There was a pretty big game apparently yesterday.

Do you even have it installed? You buggered off didn't you?

Subject: It's about time...

Posted by [Naamloos](#) on Mon, 02 May 2005 22:05:47 GMT

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I have a new pc and i didn't install it.

If it was still being updated i would have... But it isn't. That's why i say it's "dead".

And why do i still play renegade? That's also not being updated right?

Renegade is a game not a mod.

Renegade has many more players.

Renegade has many more servers.

Renegade has people making things for it.
Renegade has uber suxx0rz n00b cannons! ... wait that's a bad thing... oh well.

As for server sided moding... I like it. It gives normal renegade a bit of a new look for once.

Subject: It's about time...

Posted by [The Mad Hatter](#) on Mon, 02 May 2005 22:29:01 GMT

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But RenAlert is better than Renegade.

Why then are not more people playing it? I don't know. I have suspicions though.

Subject: Re: It's about time...

Posted by [ghostSWT](#) on Mon, 02 May 2005 22:34:14 GMT

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flyingfoxAnything without crates, that wrecked vehicles crap, capture the flag, idiot commands to block the harvester... Actually if it wasn't for those things a lot of players would of left by now, crap :rolleyes: like that is what's keeping renegade fun and alive.Quote:Dont like the way servers are run? Run you own server..then you can decide how it is run.

Subject: It's about time...

Posted by [IRON FART](#) on Mon, 02 May 2005 22:35:57 GMT

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My clan kinda feels the same way, but not as much.

We installed CP1 etc, but disabled most crates except for the money, points and equipment (some weapons, armor/health upgrade, repair gun).

We sort of favor the destroyed vehicle thing. It makes the game a little more interesting. With it enabled, it is MUCH easier to steal enemy vehicles and makes the game more fun. If a vehicle gets destroyed, then that just kills the game. If we can repair it, though, we can get more money and even attack.

On some maps if you lose your airstrip/weapons factory, then you are basically a sitting duck and can't to anything but try to defend. If you can steal vehicles, it will give you the chance to turn the tables at any point.

We also enabled some of the commands like !donate, !forcetc and some others. Frankly, I think those should have been in the original version of Renegade.

These new updates are good in moderation. I understand about things like the god crate and the

crates that give you vehicles; they are just too much.

Subject: It's about time...

Posted by [EatMyCar](#) on Tue, 03 May 2005 00:51:52 GMT

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These new updates are good in moderation. I understand about things like the god crate and the crates that give you vehicles; they are just too much. God mode is just very irritating. but the Vehicle crate isnt that big of a nuisance..i like it alot. very l33t to see a Chinook drop a free Recon Bike.(now if Renguard enabled the Recon Bike on all maps..hehehe...)

Subject: It's about time...

Posted by [Jecht](#) on Tue, 03 May 2005 02:26:49 GMT

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the vehicle destruct mod is irritating.

Subject: It's about time...

Posted by [Crimson](#) on Tue, 03 May 2005 04:24:57 GMT

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n00bstories server doesn't run anything strange like that. I have the "custom crates" but only the "refill" and the "money" crates are there so they're pretty much the same as the old ones (I think the scripts.dll I have installed makes the old crates give you nothing, and when that's fixed I will disable the "new" crates. I do have weapon dropping enabled but that's the only change in tactics from pure unedited Renegade. Plus I have the sounds, of course, but those don't change the balance or strategies, that's just a bug fix. I don't do destroyed vehicles or weird crates.. I also set

the starting funds to 0 to offset donations.
