
Subject: Why people let renegade not Renegade
Posted by [lwd]WarZman on Fri, 15 Jul 2005 13:32:08 GMT
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hi all

i get a little angry people do with renegade.

CP1 and CP2 are both nice updates.

but my oppion on this is that some things rape renegade

like GodMode, Stealh Crates,etc

i know you can put them of but its getting anoying when you play and a fragger with a godmode walke throught you camp and blow 1 of your building up without getting killed by the towers.

Snipermods where you can run (lag) forward by holding shift buttons

Why it isn't the same and old regade before Core Patches first time i hurt of CorePatch i thought it removes the bugs out of the game that normaly not possible in normal live. like buying on the wrong side of the building shooting throug walls in sepeartited levels get out the Invisble places in some maps.

some of the things are really now but there are much other stuff coming on renegade.

Other Crates

Drop Weapons

Wrecks

Wreckage are really sux right now. You cant blow up your own wrecks so the other team can walk right to it reapears it and get it into there base. Make is the other team impossible to rep wrecks of the other team.

and weapon drop

when a engies used his remotes and he got killed he drop remote where the hell those remotes came from ???

some things are a little wierd ingame

i hope those things dissaepe in 1 of the next CP

Subject: Re: Why people let renegade not Renegade
Posted by mac on Fri, 15 Jul 2005 13:42:40 GMT
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Why don't you contribute instead of whining?

It is up to the server owner to decide what server side mods run on their server, they chose SSAOW which includes these features. You can get SSAOW standalone, too. Core Patches just combine various community projects together.

Subject: Re: Why people let renegade not Renegade
Posted by [Dave Anderson](#) on Fri, 15 Jul 2005 16:50:37 GMT
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Agreed. And just play on servers with out the mods. It's just that easy.

Subject: Re: Why people let renegade not Renegade
Posted by [Dr. Lithius](#) on Fri, 15 Jul 2005 18:06:38 GMT
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[lwdWarZman wrote on Fri, 15 July 2005 06:32]hi all
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English translation required, please. I can barely understand word one of this post.

Subject: Re: Why people let renegade not Renegade
Posted by [mrpirate](#) on Fri, 15 Jul 2005 19:03:28 GMT

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deadfive wrote on Fri, 15 July 2005 12:50Agreed. And just play on servers with out the mods. It's just that easy.

Fuck off you dumb bastard. It's rare to find a server without SSAOW these days, and unless it's mentioned in the server name, it's difficult to find one.

If contributing means making stupid shit like drop-weapons, then I'm glad that WarZman is just whining.

Subject: Re: Why people let renegade not Renegade
Posted by [glyde51](#) on Fri, 15 Jul 2005 20:30:44 GMT
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These make the game more interesting for people that care for them. You rape spelling. I'm not complaining.

i know you can put them of but its getting anoying when you play and a fragger with a godmode walke throught you camp and blow 1 of your building up without getting killed by the towers.
OMFG DEY POONED TEH CAMPZOR!1!!! DEY WUNT TEH SMORZ!!1!

Snipermods where you can run (lag) forward by holding shift buttons
Mmm... shift...

Why it isn't the same and old regade before Core Patches first time i hurt of CorePatch i thought it removes the bugs out of the game that normaly not possible in normal live. like buying on the wrong side of the building shooting throug walls in sepeartited levels get out the Invisible places in some maps.
I think you fail at understanding what the core patches did.

some of the things are really now but there are much other stuff coming on renegade.

Other Crates
Drop Weapons
Wrecks

Wreckage are really sux right now. You cant blow up your own wrecks so the other team can walk right to it reapears it and get it into there base. Make is the other team impossible to rep wrecks of the other team.

So get your own repair gun you dumbass, you can make a wreckage come back to life. "FTW DEY CAN GET TEH VEHICKALZ BACK?!?!?!"

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OGFM IT GIB STRATEGEE TO TEH GAME IT NOT TEH 1337 AWESOME REALISTIC
LAWL!11!

Subject: Re: Why people let renegade not Renegade

Posted by [mrpirate](#) on Fri, 15 Jul 2005 21:25:07 GMT

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In response to glyde's response:

Quote:but my oppion on this is that some things rape renegade like GodMode, Stealh Crates,etc

These make the game more interesting for people that care for them. You rape spelling. I'm not complaining.

Things like the random vehicles from crates, god crates, and stealth crates make Renegade less dependent on skill and teamwork, and more dependent on luck. Thank you, though, for pointing out that the people who like these mods... like these mods.

Quote:i know you can put them of but its getting anoying when you play and a fragger with a godmode walke throught you camp and blow 1 of your building up without getting killed by the towers.

OMFG DEY POONED TEH CAMPZOR!1!!! DEY WUNT TEH SMORZ!!1!

When he said "camp," he meant "base." And you're telling me you don't think it's pretty fucking stupid to have someone chosen at random who can so easily dominate the other team?

Quote:Wreckage are really sux right now. You cant blow up your own wrecks so the other team can walk right to it reapears it and get it into there base. Make is the other team impossible to rep wrecks of the other team.

So get your own repair gun you dumbass, you can make a wreckage come back to life. "FTW DEY CAN GET TEH VEHICKALZ BACK?!?!?!"

This is an especially good suggestion, because if your team left a wreckage near--or, god forbid, in--the opposing team's base, they will likely be kind and let you repair it. It's not like wreckages discourage rushing or even attacking because of the likelihood of losing a tank to the other team, or anything.

Quote:and weapon drop

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Nothing is more fun than playing with a bunch of fucktard SBHs with Ramjet Rifles. Dropping weapons defeats the point of Renegade's character system.

Subject: Re: Why people let renegade not Renegade
Posted by [Dave Anderson](#) on Fri, 15 Jul 2005 21:43:20 GMT
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mpirate wrote:Fuck off you dumb bastard. It's rare to find a server without SSAOW these days, and unless it's mentioned in the server name, it's difficult to find one.

If contributing means making stupid shit like drop-weapons, then I'm glad that WarZman is just whining.

Yes it is hard to find servers without SSAOW, BUT...it is not hard to find servers without these modifications.

Subject: Re: Why people let renegade not Renegade
Posted by [Crimson](#) on Fri, 15 Jul 2005 21:48:39 GMT
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I understand where you're coming from, [lwd]WarZman... some people like these mods. Others don't. I don't like most of these new things and I don't use them, or play on servers that use them.

The point of Core Patch 1 was not to CHANGE Renegade, it was to FIX and ENHANCE Renegade. There are other servers just like mine (n00bstories AOW Server) that do not use the luck-optimized modifications. I have the "big" crates, but only because there's a bug that doesn't let me use the small ones. I set the crates to only give what the original crates give. I am using all the bug fixes, and I'll gladly use almost any enhancement that doesn't change the balance of the game.

My best advice to you is to look for servers that play the game the way you want to play it. That's one of the benefits of having so many servers available.

Subject: Re: Why people let renegade not Renegade
Posted by [danpaul88](#) on Fri, 15 Jul 2005 21:49:28 GMT
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for a start weapons drops are NOT a default option on SSaow as far as I am aware, it is an optional extra, or even an completely different modification.

Heres an idea: If you dont like the SSaow servers than host your own non-SSaow server. I personally like a lot of the changes made in CP1 and SSaow.

Subject: Re: Why people let renegade not Renegade
Posted by [YSLMuffins](#) on Sat, 16 Jul 2005 01:12:11 GMT
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Why can't you get big crates with vehicles? It's stupid that you might lose your vehicle just because you happen to be where the crate spawns.

Subject: Re: Why people let renegade not Renegade
Posted by [danpaul88](#) on Sat, 16 Jul 2005 13:42:25 GMT
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well, that is one drawback, however if you just dont drive over where the crates spawn ur fine

Subject: Re: Why people let renegade not Renegade
Posted by [=HT=T-Bird](#) on Sat, 16 Jul 2005 13:48:28 GMT
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Talk to the PistolServ folks, they seem to have fixed this...

Subject: Re: Why people let renegade not Renegade
Posted by [Jecht](#) on Sat, 16 Jul 2005 15:09:55 GMT
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i like weapon drops. I hate vehicle wreck and crates though.

Subject: Re: Why people let renegade not Renegade
Posted by [terminator 101](#) on Sat, 16 Jul 2005 16:28:24 GMT
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About the crates, what do they do in the Original Renegade (without any mods or modifications)? When I used to play Renegade, I would sometimes pick up the crate, but it would do/add nothing.

Anyone knows what they were supposed to do?

Subject: Re: Why people let renegade not Renegade
Posted by [warranto](#) on Sat, 16 Jul 2005 17:07:49 GMT
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Give cash (100 or 200 credits), or restore ammunition.

Edit: the restore ammunition crate only restores your reserve ammunition, not what you have in your current clip.

Subject: Why people drink renegade eating while coffee
Posted by [AlmightyHydra](#) on Sat, 16 Jul 2005 17:12:56 GMT
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Crates I like (i.e. approve of):

- The original ones (+100, +200, refill of ammo) and the new +255 (how random?)
- Health/armour/both refill
- Spy crate (I know it's the "one person blowing up the base" thing but they only get 100/100 health and lose their current character in return for the priviledge)
- Stealth crate
- Death crate

Crates I don't like:

- Point modifications
- De-money crate (subtracts credits)
- Nuclear Bomb
- The one that halves the health of everything on the game (turns it into a temporary "first one to go to a PT and press E-4 gets lots of credits" mess)
- Free vehicles (not only because they drop stupid stuff like the chameleon but also it is too much of a one-way advantage)
- Random character crate (Lost a 1000 sydney turning into a flamethrower, and the obi still shot me. Wonderful.)
- "All the weapons" crate and other super crates

There are probably a few more that I haven't come across yet, but that's my 2p (i live in UK)

Weapon drops are nice. Gives you a reward for your kill (unless team-mate steals it). Though it can get excessive; once I was a sydney with a PIC, 2 auto rifles, shotgun, remote C4, volt auto rifle, grenade launcher and probably something else as well... Having basic engis drop remote C4, but big techs drop repair guns, is a nice balance.

Wrecks appear to get shot by the obelisk or AGT. Hence if the enemy lose a vehicle in your base,

it dies no matter what you do. Also the fact that if you stand too close while repairing, when it respawns you die. And there's the "create a 10 medium tank rush" ability... Any chance of getting wrecks to count on vehicle limit (maybe increase limit by 1 or 2) ?

PS. WarZman, learn spelling and grammar FAST. What on earth is this meant to mean?

"Why people let renegade not Renegade"

Hence my post title

AlmightyHydra

Subject: Re: Why people let renegade not Renegade

Posted by [Renx](#) on Sat, 16 Jul 2005 17:17:21 GMT

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I don't mind the changes, I'd just prefer it without them. Whether a server has them enabled or not I don't really care.

but if I'm running a server, and the majority of the community wants them on, they're going on.

Subject: Re: Why people let renegade not Renegade

Posted by [flyingfox](#) on Sat, 16 Jul 2005 23:35:19 GMT

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bottom line is if you put in things like god crates, you should be making those mod maps with those sniper balance changes half the ren community on these forums have been moaning for you to make. instead we get server owners running these jokes of mods, and their own scripts to go with them. now you may say "we dont want to put in balance changes", well then, what are those crates and pretty much everything SSAOW does doing to the game then?

now dont get me wrong, some stuff, like the spy crate and the "base power down temporarily" is good, but the rest of it shouldn't be there for reasons i would have thought obvious...obviously not. depoints crate? demoney crate? what did I do to lose points, or money, just by running into something? tank wreckages? I just blew up some dude's tank and he came back 20 secs later with the same thing, fully healed? I see a hotty, I think, easy prey, obviously not because she's ARMED TO THE FUCKING TEETH WITH RIFLES, LASER GUNS, SNIPER RIFLES, ROCKET LAUNCHERS AND A KITCHEN SINK TO BOOT.

Subject: Re: Why people let renegade not Renegade

Posted by [Lijitsu](#) on Sat, 16 Jul 2005 23:40:18 GMT

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flyingfox wrote on Sat, 16 July 2005 19:35 I see a hotty, I think, easy prey, obviously not because

she's ARMED TO THE FUCKING TEETH WITH RIFLES, LASER GUNS, SNIPER RIFLES, ROCKET LAUNCHERS AND A KITCHEN SINK TO BOOT.
Dont forget the Kitchen Si--...Oh.

Subject: Re: Why people let renegade not Renegade
Posted by [=HT=T-Bird](#) on Sun, 17 Jul 2005 00:11:13 GMT
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hint: the server owner controls how often you get the different kinds of crates...and p.s. drop weapons have their advantages...as in they add a different dimension to the game (Rav with a Repair Gun)

Subject: Re: Why people let renegade not Renegade
Posted by [Whitedragon](#) on Sun, 17 Jul 2005 01:35:28 GMT
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YSLMuffins wrote on Fri, 15 July 2005 21:12Why can't you get big crates with vehicles? It's stupid that you might lose your vehicle just because you happen to be where the crate spawns. This was originally done because some of the crate rewards would glitch when you got them in vehicles, however as crates became more centered around infantry it stayed like this.

flyingfox wrote on Sat, 16 July 2005 19:35now dont get me wrong, some stuff, like the spy crate and the "base power down temporarily" is good, but the rest of it shouldn't be there for reasons i would have thought obvious...obviously not. depoints crate? demoney crate? what did I do to lose points, or money, just by running into something? tank wreckages? I just blew up some dude's tank and he came back 20 secs later with the same thing, fully healed? I see a hotty, I think, easy prey, obviously not because she's ARMED TO THE FUCKING TEETH WITH RIFLES, LASER GUNS, SNIPER RIFLES, ROCKET LAUNCHERS AND A KITCHEN SINK TO BOOT.
The bad crates are there to deterr people from whoring the crates.
Vehicle shells are glitched in the current version of SSAOW and revive at half health instead of full health, this is fixed in the next version.

At the moment there are alot of things that need to be fixed in the drop weapon system in SSAOW, like SBH being able to pickup guns, engis dropping remote c4 when they've already used their ammo, havocs/sakuras dropping 4 shot ramjets instead of the 1 shot ramjet. Hopefully i can get all that fixed though.

The crate system in SSAOW also needs alot more polish, since it uses the regular crate spawning formula in ren crates spawn WAY too fast for what they're able to do. Some crates, like the God, Stealth, Spy are pretty overpowered in their current form and need to be nerfed.

Subject: Re: Why people let renegade not Renegade
Posted by [Renx](#) on Sun, 17 Jul 2005 15:39:55 GMT

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Thank god you're fixing the SBHs being able to pick up weapons. I had tried to stop some of that just through objects.aow, but it always ended up being a mess.

Subject: Re: Why people let renegade not Renegade
Posted by [YSLMuffins](#) on Mon, 18 Jul 2005 11:05:08 GMT
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So the glitchy ramjet is intentional? Why not have all dropped weapons be "disadvantaged" in some way?

The only crate I haven't seen is the spy crate. Apart from AlmightyHydra's description I still have no clear idea what that's supposed to do. If I got it, would I understand what do to?

Subject: Re: Why people let renegade not Renegade
Posted by [Lijitsu](#) on Mon, 18 Jul 2005 21:20:30 GMT
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The Spy Crate gives you the basic soldier of the opposite team, however the their base defenses ignore you like you are one of their own. It does not change your allegiance, or appearance as far as friend/enemy reticle. Great for Beacon assaults.

Subject: Re: Why people let renegade not Renegade
Posted by [flyingfox](#) on Mon, 18 Jul 2005 23:39:02 GMT
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Quote:they add a different dimension to the game: Rav with a Repair Gun

thats exactly my point. those characters shouldn't have the advantages of other characters because it messes up game strategy and balance. think about it. a hotwire with a railgun, volt gun and rocket launcher. this is a character that is both seriously anti vehicle and vehicle support. a mobius with repair gun and ramjet rifle? god.

take a step back for a sec. look at the weapon spawns westwood put into their maps. what are they? the auto rifle, sniper rifle, slow rocket launcher, flamethrower and shotgun. thats all. apart from the SBH,sniper trick, none of these put misbalance into the game. A hotwire with a slow rocket isn't much different beyond her normal use, since that rocket launcher doesn't seek or do much damage to a vehicle. any character other than a sniper with a pickup sniper rifle is a rarity, since a weapon only spawns in one location at a time, and takes like 2 minutes to spawn somewhere after the previous one was picked up. it would only take one kill of such a character yoo, since its unlikely they'd pick up another rocket launcher or sniper rifle for the rest of the match.

SSAOW puts all this away because everybody that dies drops either an armor pack or a weapon from their inventory, like remote c4 or their main weapon. all this does is have people buy high class soldiers, die and concede their weapon to someone else. it's at its worst when you see techs/hotties who already own tons of c4 and a strong repair gun, with laser guns, PICS and you-name-it to defend themselves. they're not supposed to carry any guns like that because they have a different purpose in the game. a rocket soldier isn't supposed to repair vehicles. a sniper isn't supposed to come into close combat with a volt rifle. a hotwire isn't supposed to fend off vehicles at long range with a railgun. why are all of these servers letting this game rape happen and think it's enhancing gameplay? it's killing it and turning it into little more than "kill people, get their guns, kill more people, get money and points from crates, repeat process". it just isn't renegade anymore.

Subject: Re: Why people let renegade not Renegade
Posted by [Jecht](#) on Tue, 19 Jul 2005 01:21:20 GMT

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it adds strategy to the person weilding the weapons. Thats why its a good thing to get them. If your a hotwire with a sniper rifle, people wont expect you to pop em, and when they charge you it makes it all the sweeter when you pop em in the head.

Subject: Re: Why people let renegade not Renegade
Posted by [Lijitsu](#) on Tue, 19 Jul 2005 01:56:29 GMT

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It adds strategy, but it also gets rid of strategy. See, it adds a different type of strategy, while decreasing the old type.
The old type consists of mostly "How can we get past the opposing teams forces to their base and kill it?" while the new one consists mainly of "Who has what weapon, and how can i exploit them to get it away from them?"

Subject: Re: Why people let renegade not Renegade
Posted by [Goztow](#) on Tue, 19 Jul 2005 08:21:48 GMT

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It makes Ren another game and I don't like it. But a good solution might be that the title of the games say which mods it runs. Then I can avoid those servers.

Also I think more server owners should put all that shit off. But who am I to ask that?

Subject: Re: Why people let renegade not Renegade
Posted by [Whitedragon](#) on Tue, 19 Jul 2005 12:09:17 GMT

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Subject: Re: Why people let renegade not Renegade
Posted by [warranto](#) on Tue, 19 Jul 2005 18:20:31 GMT
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flyingfox wrote on Mon, 18 July 2005 19:39Quote:they add a different dimension to the game: Rav with a Repair Gun

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I don't like some of the new additions either, thats why I don't play in servers which have them enabled. However, some people DO like them. It's the exact same mentality of why ladderred and unladderred servers are available, and why the unladderred servers have the "extras" available for use. The Nod vehicle is far superior to the GDI vehicles, so *GASP!* it throws off the balance! Yet, I have never heard a single complaint about them.
