Subject: Newest project from Blackhand Studios
Posted by Crimson on Wed, 12 Oct 2005 22:03:37 GMT
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So, BHS started up a new internal Wiki to keep track of our internal stuff and documentation and it got me thinking... why not have a public community wiki? I couldn't think of a good reason not to, so I am pleased to announce:

http://www.renegadewiki.com

This wiki allows ANYONE to make edits and it keeps a history going back to the beginning. What that means is that if some people want to act like children and delete parts pages or put all sorts of nonsense content on them, anyone who discovers the vandalism can very easily revert the changes back to the good version.

It is my hope to relocate all our help and tutorials that are sitting out on dozen different websites into one easy-to-find location. When a newbie asks about any question we've heard a hundred times, we can just point them to the wiki and with any luck, their question will be answered.

Creating an account is not necessary to create pages or make edits, but there are enhanced features available if you do. (Not the least of which is that your IP won't be shown to everyone) You will also have your name attached to your edits so anyone can see who spent the time to put together such great information.

Take a look around. I created links to a few pages to get us started. Feel free to create a new page I haven't created as well.

If you are found repeatedly abusing the new site, don't think I'll let you get away with it.

Subject: Re: Newest project from Blackhand Studios
Posted by Oblivion165 on Wed, 12 Oct 2005 22:15:18 GMT
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hmm not im not familiar with wiki. Sounds like trouble to me, but checking it out.

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Wed, 12 Oct 2005 22:17:12 GMT
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Check out the biggest wiki collaboration on the web at http://en.wikipedia.org.

Subject: Re: Newest project from Blackhand Studios
Posted by Oblivion165 on Wed, 12 Oct 2005 22:33:22 GMT

Oh well i added something, not sure that its what your looking for......

If it isnt then it will surly be deleted.

Subject: Re: Newest project from Blackhand Studios
Posted by Xtrm2Matt on Wed, 12 Oct 2005 23:25:34 GMT

Omg fun++

Subject: Re: Newest project from Blackhand Studios
Posted by Oblivion165 on Wed, 12 Oct 2005 23:52:07 GMT

See already trouble....

Quote:
General GDI Soldier Stats:

Max Health: 100.00 Max Armour: 100.00 Armour Type: Xtrm2Matt

Damage Points: 0.010 Death Points: 1.000

Changed SkinKevlar to his name.

Subject: Re: Newest project from Blackhand Studios
Posted by icedog90 on Thu, 13 Oct 2005 00:04:23 GMT

Wiki's are awesome... I use it all the time and the ones for the Source SDK.

Subject: Re: Newest project from Blackhand Studios
Posted by rm5248 on Thu, 13 Oct 2005 00:36:02 GMT

Dibs on weapons!

P.S. is there anyway to upload an image to the server to put in the page?

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Thu, 13 Oct 2005 00:42:13 GMT
View Forum Message <> Reply to Message

Oblivion165 wrote on Wed, 12 October 2005 16:52See already trouble....

Quote:
General GDI Soldier Stats:

Max Health: 100.00 Max Armour: 100.00 Armour Type: Xtrm2Matt

Damage Points: 0.010 Death Points: 1.000

Changed SkinKevlar to his name.

Easily reverted. Anyone could have done it.

Subject: Re: Newest project from Blackhand Studios
Posted by deerwalk on Thu, 13 Oct 2005 01:14:37 GMT
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Good job Blackhand!

Subject: Re: Newest project from Blackhand Studios
Posted by Sir Phoenixx on Thu, 13 Oct 2005 02:32:39 GMT
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Nice... Dibs on 3dsmax/modeling!

I'll write some 3d Studio MAX (basics, modeling, and UVW mapping, etc.) tutorials for a modding section.

Will the wiki have an image uploader?

(Where's the new entry button? "Discussion" on the top of the Main Page?)

Subject: Re: Newest project from Blackhand Studios
Posted by Kanezor on Thu, 13 Oct 2005 03:19:10 GMT
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rm5248 wrote on Wed, 12 October 2005 19:36is there anyway to upload an image to the server to put in the page?
Sir Phoenixx wrote on Wed, 12 October 2005 21:32
Will the wiki have an image uploader?
Uploading appears to be disabled. If it was not, it would be here:
http://www.renegadewiki.com/index.php?title=Special:Upload

Sir Phoenixx wrote on Wed, 12 October 2005 21:32Where's the new entry button? "Discussion" on the top of the Main Page?Replace "YOUR_PAGE_NAME_HERE" with the name of the page you wish to create.
 http://www.renegadewiki.com/index.php?title=YOUR_PAGE_NAME_H ERE

Underscores and spaces are interchangeable for wiki pages in mediawiki (the wiki engine currently in use).

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Thu, 13 Oct 2005 05:04:10 GMT
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Or, you can type in the page title in the search and click Go, then if it's not found, click on "this exact title" and you'll be brought to an editing screen.

Subject: Re: Newest project from Blackhand Studios
Posted by RTsa on Thu, 13 Oct 2005 06:11:08 GMT
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This is a good one!
Wikis are good.

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Fri, 14 Oct 2005 07:31:54 GMT
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You guys are doing an AWESOME job. I know it's hard getting started on a Wiki but once we've got a good 10-12 pages done it will seem a lot more helpful.

Some other suggestions: Go through the sticky threads in the forums and make a wiki page for them.

Subject: Re: Newest project from Blackhand Studios
Posted by Goztow on Fri, 14 Oct 2005 12:22:43 GMT
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Added some . Nice project .

Subject: Re: Newest project from Blackhand Studios
Posted by Ma1kel on Fri, 14 Oct 2005 14:05:36 GMT
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Lol, someone already created a page called "WhyBHSsucks".

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Fri, 14 Oct 2005 22:45:46 GMT
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Please DO NOT USE externally hosted images on the wiki. The way communities come and go, there's no way the image links will last. Please click "Upload Files" on the left side of the wiki and put the images there.

Subject: Re: Newest project from Blackhand Studios
Posted by Dr. Lithius on Fri, 14 Oct 2005 23:59:41 GMT
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This is more directed at anyone/no one, but still. . .
rm5248 wrote on Wed, 12 October 2005 17:36Dibs on weapons! Added weapon stats for each individual weapon.(Namely ranges, rates of fire, and projectile types.) I also added the Single Player Repair Gun to the list and split Gunner's Rocket Launcher from the regular entry, seeing as Gunner drops his own Rocket Launcher instead of a normal one.(Yes, I know it's a glitch, but it's worth keeping separate for now.)

Subject: Re: Newest project from Blackhand Studios
Posted by rm5248 on Sat, 15 Oct 2005 02:46:20 GMT
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Joseph Collins wrote on Fri, 14 October 2005 18:59This is more directed at anyone/no one, but still. . .
rm5248 wrote on Wed, 12 October 2005 17:36Dibs on weapons! Added weapon stats for each individual weapon.(Namely ranges, rates of fire, and projectile types.) I also added the Single Player Repair Gun to the list and split Gunner's Rocket Launcher from the regular entry, seeing as Gunner drops his own Rocket Launcher instead of a normal one.(Yes, I know it's a glitch, but it's worth keeping separate for now.)

Sweet.

Fixing a few typos now, adding more ammo information, and a few pictures of the guns perhaps...

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Sat, 15 Oct 2005 08:37:50 GMT
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You guys are AWESOME. Please note that I have added "biased" tags to any page that appears to favor a certain software or website (unless the page is specifically about that software). The bias tags will be removed from the lists of links once a more significant number of them have been added. For example, the Clans page probably only covers about 25% of all clans at the moment. The mIRC tutorial favors one particular IRC network in the screen shots and the text. Once that's fixed and ALL of the popular IRC networks where other Renegade channels are have been equally represented on the page, the bias tag can be removed. Any opinion piece will keep the bias tag.

Subject: Re: Newest project from Blackhand Studios
Posted by Ma1kel on Sat, 15 Oct 2005 12:21:09 GMT
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Crimson wrote on Fri, 14 October 2005 17:45Please DO NOT USE externally hosted images on the wiki. The way communities come and go, there's no way the image links will last. Please click "Upload Files" on the left side of the wiki and put the images there.
Sorry, I used externally hosted images because the "upload file" button wasn't working.

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Sat, 15 Oct 2005 20:25:23 GMT
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I know... thanks for moving them onto the site.

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Sun, 16 Oct 2005 06:06:04 GMT
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I'll put something about the new Ren clan ladder since a fair few clans probably don't even know about it, plus someone asked me to put my strat guides up (even though I only had a handful... maybe I'll bother writing the other maps sometime)

Subject: Re: Newest project from Blackhand Studios
Posted by =HT=T-Bird on Sun, 16 Oct 2005 11:12:10 GMT
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Crimson wrote on Sat, 15 October 2005 03:37You guys are AWESOME. Please note that I have added "biased" tags to any page that appears to favor a certain software or website (unless the page is specifically about that software). The bias tags will be removed from the lists of links once a more significant number of them have been added. For example, the Clans page probably only covers about 25% of all clans at the moment. The mIRC tutorial favors one particular IRC network in the screen shots and the text. Once that's fixed and ALL of the popular IRC networks where other Renegade channels are have been equally represented on the page, the bias tag can be removed. Any opinion piece will keep the bias tag.

I added an entry for HT...

Subject: Re: Newest project from Blackhand Studios
Posted by EA-DamageEverything on Tue, 18 Oct 2005 22:53:53 GMT
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Nice, this is probably my next translation Project...

Or are there plans to release a german wiki?

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Wed, 19 Oct 2005 02:37:27 GMT
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MediaWiki supports multiple languages.

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Wed, 19 Oct 2005 22:12:55 GMT
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Taken from our site:

Nod Rocket Officers give no points per damage, only for killing.

The Chemwarrior's armor takes half as much damage from explosive warheads, and their health takes only 75% of the normal damage from explosive warheads.

Flamethrowers' armor takes half the damage from C4-type warheads that regular units do. Once their armor is gone their health takes the same damage as other units. Also, their armor takes 50% as much damage from explosive warheads, and their health takes only 75% of the normal damage from explosive warheads.

Many of the weapon stats are wrong... automatic rifles/chainguns (people and vehicles) are not instant hits, for one. GDI soldiers do 7 per shot vs. the Nod 5 for the autorifles as well.

Those were just a few corrections I noticed. Someone should update those, I just wanted to point it out.

Realistically speaking, feel free to error-check stuff on www.fudonline.com as we did all this stuff a long time ago. We also wrote pretty good basic character descriptions. I would be willing to add this info to the site on my own time later tonight (edited for profanity if necessary of course), if Crimson wants me to. PM me.

You can also add our general tweaks and tips section if you want, just credit it please. We also have overhead versions of the maps that I think Demo_man posted a long time ago on our site, might want to put those up on here.

Also, might want to have someone who knows how to spell error-check these updates people are making, as there are a lot of misspelled words and grammatical problems.

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Wed, 19 Oct 2005 22:25:50 GMT
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double post, my bad

Subject: Re: Newest project from Blackhand Studios
Posted by Ma1kel on Wed, 19 Oct 2005 22:31:08 GMT
View Forum Message <> Reply to Message

Wow there's a crapload of information of that site.

Subject: Re: Newest project from Blackhand Studios
Posted by Xtrm2Matt on Wed, 19 Oct 2005 22:58:29 GMT
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Oblivion165 wrote on Wed, 12 October 2005 19:52See already trouble....

Quote:
General GDI Soldier Stats:

Max Health: 100.00 Max Armour: 100.00 Armour Type: Xtrm2Matt

Damage Points: 0.010 Death Points: 1.000

Changed SkinKevlar to his name.

And?

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Wed, 19 Oct 2005 23:00:39 GMT
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I started making edits to the characters as necessary to correct errors, just FYI.

Subject: Re: Newest project from Blackhand Studios
Posted by Blazer on Wed, 19 Oct 2005 23:30:54 GMT
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Deathgod wrote on Wed, 19 October 2005 18:12
Those were just a few corrections I noticed. Someone should update those, I just wanted to point it out.

The beauty of the Wiki is that you can make the corrections yourself. In the time that you took to post it here, you could have updated the info on the wiki

---

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Wed, 19 Oct 2005 23:33:18 GMT
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See the previous post

I figured if I wanted it done right I should do it myself, so I'm working on the weapons, and the character pages have been corrected.

As a note for anyone updating the character/vehicle/weapon pages: Please keep discussion about the character or vehicle properties on those pages, and discussion about the weapon details on the weapon pages whenever possible. This will avoid double coverage and make things cleaner.

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Thu, 20 Oct 2005 00:18:55 GMT
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I've been spell checking and making more wiki-friendly edits (using sections and such) wherever I

see them. I'm really glad this idea is taking off. We still have lots of work to do.

Subject: Re: Newest project from Blackhand Studios
Posted by GoArmy44 on Thu, 20 Oct 2005 01:16:17 GMT
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Blazer wrote on Wed, 19 October 2005 18:30Deathgod wrote on Wed, 19 October 2005 18:12 Those were just a few corrections I noticed. Someone should update those, I just wanted to point it out.

The beauty of the Wiki is that you can make the corrections yourself. In the time that you took to post it here, you could have updated the info on the wiki

Ya, I have been making spelling and grammar error corrections myself. I hope this keeps up

---

Subject: Re: Newest project from Blackhand Studios
Posted by Doitle on Thu, 20 Oct 2005 02:43:33 GMT
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Pride should swell in all our hearts as something so stupendous for the longevity of our mutual interests takes flight and soars amongst other great public works. We should all gain just a little parcel of reassurance knowing that for every page added to the wiki, we increase the quality of gaming for ourselves and the countless others who can't fend for themselves and depend on us, the loyal community followers to buckle down, and put our hands in the soil, to sow prosperity for Renegade.

Subject: Re: Newest project from Blackhand Studios
Posted by Dante on Thu, 20 Oct 2005 07:08:49 GMT
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This is kewl and all, but still about 1-2 years too late.

Glad to see people actually co-operating in this community on "something" at least though.

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Thu, 20 Oct 2005 10:41:20 GMT
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Yeah, I know it should have been started a long time ago... but the interest in this project is very high and I'm thrilled whenever I check the "Recent Changes" log. I predict in a month we'll have

---

gotten rid of most of the Sticky threads in these forums and replaced them with wiki links.

Subject: Re: Newest project from Blackhand Studios
Posted by Ma1kel on Thu, 20 Oct 2005 12:12:23 GMT
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I would say 3 weeks, there are already 30 articles. Which is in my opinion allot.

Subject: Re: Newest project from Blackhand Studios
Posted by Goztow on Thu, 20 Oct 2005 12:41:35 GMT
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It might be a good thing that people first complete the current articles before adding lots more. Would be nice to get even more quality. I seei t happens for some of the pagesb ut not for all .

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Thu, 20 Oct 2005 13:02:25 GMT
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The beauty of a wiki is that everyone can edit it at once. I have posted some suggestions on the Help page for people who want to help but don't have any original content to contribute. A wiki is intended to be an ongoing project that gets better all the time. If enough people get involved we will have some people editing and prettying-up pages while others are creating new pages.

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Thu, 20 Oct 2005 18:42:06 GMT
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I uploaded all of those overhead maps I was talking about last night, the only WW map that doesn't have one is Glacier Flying.

Subject: Re: Newest project from Blackhand Studios
Posted by remek on Thu, 20 Oct 2005 22:14:19 GMT
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i think spoony should post there his map how to 1v1 guides.

Subject: Re: Newest project from Blackhand Studios

Posted by Deathgod on Thu, 20 Oct 2005 22:49:28 GMT
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I agree.

All the infantry weapons have had their damages, ROF, ammo, etc. uploaded and updated where necessary, and I think I cleared all the typos out as well. I'll be uploading the damages vs. vehicles and buildings in over the next few days.

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Fri, 21 Oct 2005 05:36:58 GMT
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remek wrote on Thu, 20 October 2005 18:14i think spoony should post there his map how to 1v1 guides.

Subject: Re: Newest project from Blackhand Studios
Posted by RTsa on Fri, 21 Oct 2005 14:13:28 GMT
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This is getting along real nice.
Quote:If enough people get involved we will have some people editing and prettying-up pages while others are creating new pages.
I for one am not the guy to make pages pretty, but I hope I can contribute in correcting some small errors and maybe even creating a page or two.

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Fri, 21 Oct 2005 16:53:43 GMT
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Good work on the harvwalk guide, I added a few sentences at the top and I might take some pics of walking on City for clarification.

Subject: Re: Newest project from Blackhand Studios
Posted by RTsa on Fri, 21 Oct 2005 19:34:10 GMT
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Quote:Good work on the harvwalk guide, I added a few sentences at the top and I might take some pics of walking on City for clarification.
Thanks.
Oh, and a good thing someone corrects my grammar, since I'm no native.

Yeah, it might need a pic or two more there...it's just that it's already pretty picture heavy.

edit: Good point about the radar there. I just haven't played on a server with a full radar in a long long time.

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Fri, 21 Oct 2005 20:22:45 GMT
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The reason I know about it is we had it on our server, made it a LOT harder to pull this kinda stuff off.

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Fri, 21 Oct 2005 20:29:11 GMT
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3 times harder?

Subject: Re: Newest project from Blackhand Studios
Posted by Deathgod on Fri, 21 Oct 2005 22:18:30 GMT
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I'd say it was an undefined amount between 1 and 100, depending on the idiocy quotient of the other team. These numbers of course have no rational association to a measurable level of difficulty.

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Sat, 22 Oct 2005 06:40:28 GMT
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My post was an extremely witty play on the fact it was also the announcement of Page Three.

Probably the wrong forum for that, in hindsight.

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Sat, 22 Oct 2005 15:35:57 GMT
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Added my Field and Volcano strats, writing some other maps now. Meant to do these ages ago, never really got around to them, but now there's a showcase for me

---

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Sat, 22 Oct 2005 18:02:46 GMT
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cityfly done

Subject: Re: Newest project from Blackhand Studios
Posted by RTsa on Sat, 22 Oct 2005 18:21:46 GMT
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Yay! Spoony's strategy guides! Read em.

(the images screwed up your texts, corrected them)

Subject: Re: Newest project from Blackhand Studios
Posted by Spoony_old on Sat, 22 Oct 2005 23:35:39 GMT
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Thanks. I was kinda in a hurry to finish it off, was gonna miss the restaurant booking
I'll get around to more maps in the next couple of days.

Subject: Re: Newest project from Blackhand Studios
Posted by kopaka649 on Sun, 23 Oct 2005 02:29:11 GMT
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i was bored, so i reformatted the whole GDI vehicle page (
http://www.renegadewiki.com/index.php?title=GDI_Vehicle_Stat s) and am planning to do the
same thing with nod page.

update: nod page is done

Subject: Re: Newest project from Blackhand Studios
Posted by Blazer on Sun, 23 Oct 2005 03:04:54 GMT
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nicely done

Subject: Re: Newest project from Blackhand Studios
Posted by kopaka649 on Sun, 23 Oct 2005 04:12:03 GMT
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Thanks, and I had more time to burn so i made Template:Gameplaynav and Template:Gameplaynavside and stuck it into gameplay info pages for navigation.

example: http://www.renegadewiki.com/index.php?title=Abbreviations

---

Subject: Re: Newest project from Blackhand Studios
Posted by Crimson on Sun, 23 Oct 2005 10:31:06 GMT
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I am completely blown away with what you guys are doing. This is so awesome. Nicely done on the new appearance and such, too!

By the way, we really need a new logo that focuses on the wiki and maybe integrates the BHS logo.

Subject: Re: Newest project from Blackhand Studios
Posted by kopaka649 on Sun, 23 Oct 2005 16:56:50 GMT
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i can see you got a new logo, but isn't the standard size 125x125?

Subject: Re: Newest project from Blackhand Studios
Posted by trooprm02 on Sun, 23 Oct 2005 23:43:48 GMT
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Oblivion165 wrote on Wed, 12 October 2005 17:15hmm not im not familiar with wiki. Sounds like trouble to me, but checking it out.

wtf are you talking about?!
this is great!

Subject: Re: Newest project from Blackhand Studios
Posted by EA-DamageEverything on Mon, 24 Oct 2005 14:48:46 GMT
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I have started adding german translations now. This is not for Fun, I make this because a lot of german speaking people don't understand all of this english which is posted in the Wiki.

You can see if I edited an article by reading a=

'German translation from EA-DamageEverything/BasisHURE'
----

which starts below a line for separating both Texts. Don't worry, I won't edit the original text which has been written in english. I will only add some text.

Before someone will ask, BasisHURE is my WOLnick in Europe and I'm well-knwon under this there.

Go for it!

Subject: Re: Newest project from Blackhand Studios
Posted by Blazer on Mon, 24 Oct 2005 20:12:45 GMT
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Instead of making 7x the content with 7 different languages, perhaps just use something like:

(http://www.google.com/language_tools?hl=en)

Not perfect translation, I agree, but easier than duplicating everything multiple times, and it automatically translates all the subpages.

Subject: Re: Newest project from Blackhand Studios
Posted by EA-DamageEverything on Tue, 25 Oct 2005 00:00:05 GMT
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@Blazer

Hmm would be an Idea, but I'm tired of such worse translation services. I know my english is not at 100%, but better than the average english the kids can speak after leaving School in my country.

I'm also too lazy to translate every word on each article, my thought was writing a short summary in german. I don't think we need 7 or more different languages in the Wiki, just german and english would be enough. I've never sen players who were writing turkish, russian, italian or french in the game. There are only two major languages in WOL -english and german.

The reason to do this is a) like I posted above and b)because the german speaking community for Renegade is bigger than only Germany. Austria, Switzerland and some parts of belgium and the Netherlands have german language everyday. BTW, don't forget the guys/girls from the States/Canada who learn it at the High School (as some people told me ingame -can't prove if it's true).

Allowing me to translate the most important Guides/Articles would be a decision of democracy. You (remember, you are argueing in the name of BHS) build up the Wiki based on the intention of public use, didn't you? I don't wanna spam it up, just add some Text, not even pictures or other files.

Until now, I have edited only one thing, the RG svkp.sys issue article. The reason for adding a german summary there was that I experienced it with another AV program which is used by most of the german players. I stopped translating after this awaiting replies in this thread if you find it good or just a waste of time (IMHO it's not a waste)

So please post your opinion about this. I'm checking back tomorrow. Thanks for reading this completely.