Subject: had to keep a promise...
Posted by [Dead-6]DarKsidE... on Mon, 24 Apr 2006 15:39:15 GMT

hi, long time no see. as the title said , i had to keep a promise...

old one:
http://media.putfile.com/video-1-41

new one:
http://media.putfile.com/Video-2-32

well, i think that's it...

see ya l8er guys...

Subject: Re: had to keep a promise...
Posted by PlastoJoe on Mon, 24 Apr 2006 16:03:42 GMT

Very impressive. First collection of really good sniping in Renegade I've seen.

Subject: Re: had to keep a promise...
Posted by mrpirate on Mon, 24 Apr 2006 17:00:14 GMT

Weird... I wonder what his ping was. A lot of the time it doesn't even look like he's hitting them and they just die. Look at the last kill in the second video (it's in slow mo), it looks like he straight up missed him. I don't think he's cheating or anything it's just bizarre because it looks a lot different when I headshot people.

Subject: Re: had to keep a promise...
Posted by Kanezor on Mon, 24 Apr 2006 17:18:33 GMT

I know the first movie has already been discussed here, and it was under 'iffy' circumstances. I personally distincly recall a short discussion about how the kill of the engineer standing still repairing the mammy wasn't that hard.

Subject: Re: had to keep a promise...
Posted by mision08 on Mon, 24 Apr 2006 17:51:34 GMT
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Well, I can tell you he wasn't using a bighead cheat. Typical lag killing I'm sure. People jump from a corner and snipe me with 1 shot, and I think bullshit. Then when I have a sniper riffle, I jump from the bushes and fire without aiming and get a kill. And I again think BULLSHIT, I missed him by 3 feet.

Subject: Re: had to keep a promise...
Posted by xtaro on Mon, 24 Apr 2006 18:34:51 GMT
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Its deja vu all over again *sings

Wonder what would of happened had I put up a movie like that

Subject: Re: had to keep a promise...
Posted by Dover on Mon, 24 Apr 2006 18:37:58 GMT
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Seeing those videos makes me realize how much I really suck at Renegade. Thanks a lot.

Subject: Re: had to keep a promise...
Posted by [Dead-6]DarKsidE... on Mon, 24 Apr 2006 22:46:23 GMT
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for mr pirate:
yo, u can download the video and look frame by frame especially for the last kill... look when the reticle is red....look when the bullet is fired... easy.
it's strange that the one u'r arguing about is the one i put in slow motion lol...

for Xtaro : well if u do a video like that, there will be people saying : wow not bad!!! and other saying : wow he cheat!!!
and some other : they are all lucky shot or lag kill...
well, that's no different from the last time...

for kanezor: yo m8 , yeah yeah i have to put easy kill... it's like a movie u know... sometime the story doesn't go the way u expected, and u have to put some stuff to complete it.

for dover : don't worry they are all easy, laggy, and stand still head shot... u can do exactly the same as me.(if u got some time to loose though) dun worry, sniping is not what renegade is about. (well some people may disagree with me..)

keep training ^^

well, i really enjoyed reading u all and thx u all for any comment u make on the video.

c ya later...

Subject: Re: had to keep a promise...
Posted by xptek on Tue, 25 Apr 2006 03:46:41 GMT
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[Dead-6DarKsidE... wrote on Mon, 24 April 2006 18:46]for mr pirate:
yo, u can download the video and look frame by frame especially for the last kill... look when the reticle is red....look when the bullet is fired... easy.
it's strange that the one u'r arguing about is the one i put in slow motion lol...

for Xtaro : well if u do a video like that, there will be people saying : wow not bad!!! and other saying : wow he cheat!!!
and some other : they are all lucky shot or lag kill...
well, that's no different from the last time...

for kanezor: yo m8 , yeah yeah i have to put easy kill... it's like a movie u know... sometime the story doesn't go the way u expected, and u have to put some stuff to complete it.

for dover : don't worry they are all easy, laggy, and stand still head shot... u can do exactly the same as me.(if u got some time to loose though) dun worry, sniping is not what renegade is about.(well some people may disagree with me..)
keep training ^^

well, i really enjoyed reading u all and thx u all for any comment u make on the video.

c ya later...

What?

Subject: Re: had to keep a promise...
Posted by Feetseek on Tue, 25 Apr 2006 03:49:28 GMT
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Dover wrote on Mon, 24 April 2006 13:37Seeing those videos makes me realize how much I really suck at Renegade. Thanks a lot.

Me too. Not I've lost most of my confidence sniping in Renegade. Thanks a lot.

Just kiding about the thanks a lot part. But I agree with mrpirate that sometimes it doesn't look like you hit the person. But thats just my eyes.

Subject: Re: had to keep a promise...
Posted by Aircraftkiller on Tue, 25 Apr 2006 04:25:11 GMT
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Training for what? What did you do that required any skill? I don't see anything more to what you were doing besides keeping your aim in one spot while moving side to side a lot.. congratulations, you've joined the club of those who've done that for years now.

"Sniping" in this game is a joke. You're even more of a joke for posting these pathetic videos to stroke your ego. Go play another game and brag about shooting in that, Renegade takes absolutely no skill to play - which is why it's overly populated with people younger than 13, there's no challenge involved in controlling your weapon and its accuracy.

Nice try, but anyone impressed by this load of bullshit seriously sucks at the game and at FPS games in general.

Subject: Re: had to keep a promise...
Posted by Kanezor on Tue, 25 Apr 2006 04:49:36 GMT
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Hate to say it, but I mostly agree with Aircraftkiller on this. Not that other games are any better at sniping. But at least in other games, "snipers" aren't people that jump around like it's a big laggy fuckfest.

Subject: Re: had to keep a promise...
Posted by mision08 on Tue, 25 Apr 2006 05:06:14 GMT
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Kanezor wrote on Mon, 24 April 2006 23:49 a big laggy fuckfest.
Damn, I didn't see you there. You must have been the fella behind Star Jones.

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 14:10:38 GMT
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ACK stfu just because he's better than you at the game doesn't mean you have to start crying over it.

Subject: Re: had to keep a promise...
Posted by Aircraftkiller on Tue, 25 Apr 2006 14:31:12 GMT
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So much better than me, right?

Subject: Re: had to keep a promise...
Posted by [Dead-6]DarKsidE... on Tue, 25 Apr 2006 14:34:59 GMT
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hi all

well, let's begin:

for ack:

Training for what? What did you do that required any skill

---it was a way of cheering him, and not for him to think of him as a bad sniper. well... it's not that i was trying to be kind but,it was not meant to be taken the way u did.looks like you thought something else about it.

I don't see anything more to what you were doing besides keeping your aim in one spot while moving side to side a lot..

---wow nice point here, (i just not agree about the "keep u'r aim at one spot" part.) but well you are damn right about something : i'm moving side to side. actually, i already tried to stand still while sniping and not move side to side... but i think most of the people will agree... you get killed a lot!!

you've joined the club of those who've done that for years now

---well, i hope evryone will welcome me with open arms ^^

"Sniping" in this game is a joke.

---ahahahha , actually i like this joke. (i hope u'll understand that one).

You're even more of a joke for posting these pathetic videos to stroke your ego.

---talking about ego... u know what i think? i mean, u know what most of the people i know from this "community" think?
you got the biggest one. it's not suposed to be painfull to read but, you could just have give your advice or anything but instead... you say things like that. looks mrpirate's post, he may thinks the same as you but he says it a better way don't you think?
you know im not blind, you made maps, mods,other things, and your advice is important to me and so you are important for this community.i'll never say bad things about u'r work. however, i've got a big problem with your way of saying things...
you are just so uncool... and i deeply , really , think it. (note that im not saying it's what other peoples think)

Go play another game and brag about shooting in that,

---i like this game, i play it, mind your own business.

Renegade takes absolutely no skill to play

---i not agree, no comment...

which is why it's overly populated with people younger than 13

---lol... i know some 13 years old (and younger) players that plays good...and got interesting things to say... wtf is that comment you made? i mean... can't you just see that what you said right here suck?

there's no challenge involved in controlling your weapon and its accuracy

---may not be the hardest one but, i simply not agree.

Nice try, but anyone impressed by this load of bullshit seriously sucks at the game and at FPS games in general

---nice try, but anyone who agree with what you said here are wrong. (well, just saying what i think)

actually i wasn't waiting for you to comment my video ack...but someon else...go finish that mod already and not loose time with me talking about a shitty video...

for kanezor: it's ok, you can agree with him.no problem.

well, think that's it for today. waiting for your kind answer.

(sorry if it's sometime hard to understand what i wrought)

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 14:36:01 GMT
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Getting that kind of k/d isn't hard in a public server. I have games going 100 to 1 or even 2 just with an apc.

Getting that k/d sniping in n00bstories doesn't mean you are good at the game tbh. i could easily go 100/1 in n00bstories with my eyes closed.

Subject: Re: had to keep a promise...
Posted by Sir Kane on Tue, 25 Apr 2006 14:39:01 GMT
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xptek wrote on Mon, 24 April 2006 22:46
What?

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 14:45:54 GMT
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Anybody with half a brain cell can get a high k/d in a public server and it doesn't mean they are good at the game. Especially n00bstories where the players are notorious for standing still the majority of the time.

Like i said before i could easily get 100/1 in any public server but do i say that makes me good at the game?

One person posts a sniping video and ACK can't stand that he isn't at the center of attention so he

says this game takes no skill etc...

Clanwars people are known for their immaturity and arrogance but i have never seen anyone as immature as ACK.

HEY YOU SUCK AT THIS GAME IT TAKES NO SKILL LOOK AT MY SCREENSHOTS I AM GOOD LOL.

Subject: Re: had to keep a promise...
Posted by Dover on Tue, 25 Apr 2006 15:49:59 GMT
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Wise ManACK = the shit.

Subject: Re: had to keep a promise...
Posted by Aircraftkiller on Tue, 25 Apr 2006 16:32:23 GMT
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I'm sure you've done so well, Halo... Except it's simple to kill things with an APC. Try getting that KDR with an Apache or an Orca. Try it without using a vehicle at all... Can you do it? Back up your "point" with some evidence.

As for Crimson's server being full of idiots.. I guess you've never played there. Every time I did, I rarely found anyone standing around.

Subject: Re: had to keep a promise...
Posted by Renardin6 on Tue, 25 Apr 2006 17:45:51 GMT
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I think my car own you all.

Subject: Re: had to keep a promise...
Posted by terminator 101 on Tue, 25 Apr 2006 17:58:04 GMT
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No offence, but now I understand why AK calls you Retardin

Subject: Re: had to keep a promise...
Posted by Kanezor on Tue, 25 Apr 2006 18:22:09 GMT
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But do you also know why "AK" is called Asscrackfiller?

Subject: Re: had to keep a promise...
Posted by Tunaman on Tue, 25 Apr 2006 18:35:51 GMT
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I always thought it was easier to rack up kills with an orca and apaches..
I do suck in apaches though, so I'm not likely to get a 78-1 kd like I am with an orca.

Subject: Re: had to keep a promise...
Posted by Aprime on Tue, 25 Apr 2006 18:49:34 GMT
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Renardin6 wrote on Tue, 25 April 2006 13:45I think my car own you all.

I think no one gives a shit.

Besides, it's "the people's car".

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 19:41:58 GMT
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Aircraftkiller wrote on Tue, 25 April 2006 12:32I'm sure you've done so well, Halo... Except it's
simple to kill things with an APC. Try getting that KDR with an Apache or an Orca. Try it without
using a vehicle at all... Can you do it? Back up your "point" with some evidence.

As for Crimson's server being full of idiots.. I guess you've never played there. Every time I did, I
rarely found anyone standing around.

Orca is easier to get that k/d and snipers are even easier. It's just gay that you have to refill every
so often that i don't bother. I guess i can take a SS of next time i get in a pub server of a good k/d
ratio if it'll make you happy.

Subject: Re: had to keep a promise...
Posted by terminator 101 on Tue, 25 Apr 2006 20:05:59 GMT
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Kanezor wrote on Tue, 25 April 2006 14:22But do you also know why "AK" is called Asscrackfiller?

That is a new one.

Anyway, I think he is right, sniping in Renegade does not really require much skill, all it requires is
1. Fast computer
2. Very good grapics card
3. Fast connection
and
4. Fast Reflexes

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 20:41:44 GMT
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This is an old screenshot when non00bs 2 was owned by those xil guys.

File Attachments
1) ScreenShot35.JPG, downloaded 512 times

pyrotekx has joined the game, fighting for Team Nod
kyrie666 killed ujmb
jensen98 killed hop83

	Team	Kills	Deaths	K/D	Credits	Score
25	GDI	203	193	1.1	33018	14724
26	Nod	158	288	0.7	-	11294

	Player	Kills	Deaths	K/D	Credits	Score	Rank
1.	perfctdrk	52	1	52.0	5033	2362	-
2.	300nk3					1259	-
3.	Einiv	8	2	4.0	4689	1183	-
4.	msr890	10	6	1.7	2777	1127	-
5.	Edgeneral	10	6	1.7	1764	1014	-
6.	iragotten	19	4	4.8	1917	915	-
7.	slaaksoh2	6	9	0.7	425	914	-
8.	IfuCanOOO	3	7	0.4	-	866	-
9.	shodennis	2	14	0.1	-	800	-
10.	soldierFT	10	2	5.0	-	755	-
11.	sidermaan	3	4	0.8	-	720	-
12.	bringhz	12	14	0.9	656	677	-
13.	CptKork	10	5	2.0	-	660	-
14.	tugboat09	10	8	1.3	-	574	-
15.	icy5snipe	4	0	-	782	556	-
16.	tengusun	2	5	0.4	1064	527	-
17.	drehstuhl	2	9	0.2	-	521	-
18.	MasterZah	1	6	0.2	293	469	-
19.	Catorian	13	6	2.2	808	458	-
20.	LOOP7	1	7	0.1	-	453	-
21.	ninjaft4	8	4	2.0	159	444	-
22.	k1ngk0ng0	8	9	0.9	-	405	-
23.	tutt6	1	13	0.1	-	398	-
24.	swiss	1	10	0.1	750	311	-
25.	southedog	12	9	1.3	-	298	-
26.	slvappelt	2	10	0.2	-	285	-
27.	m45768867	1	6	0.2	703	279	-
28.	KorWorst	8	3	2.7	-	272	-
29.	rod004	1	8	0.1	1204	262	-
30.	shinsil	0	9	0.0	-	237	-
31.	Haschben	0	4	0.0	587	205	-
32.	jensen98	7	3	2.3	1841	192	-
33.	damonrite	4	2	2.0	-	192	-
34.	band001	3	3	1.0	515	176	-
35.	trent71	3	11	0.3	-	169	-
36.	hop83	3	1	3.0	-	169	-
37.	unsagbar8	4	5	0.8	-	153	-
38.	button	2	0	-	1358	138	-
39.	kyrie666	2	1	2.0	-	187	-
40.	bfmvrock	0	5	0.0	502	112	-
41.	sampcox10	0	3	0.0	287	104	-
42.	schlachte	1	10	0.1	-	94	-
43.	zstcrazy	1	5	0.2	265	86	-
44.	gom999se	1	13	0.1	-	85	-
45.	j07881766	1	9	0.1	-	69	-
46.	deew	1	0	-	-	67	-
47.	ujmb	1	1	1.0	303	47	-
48.	ryguy1239	0	1	0.0	4258	12	-
49.	chicago00	0	4	0.0	-	6	-
50.	IxNxDxO	0	0	-	78	0	-
51.	pyrotekx	0	0	-	-	0	-

Credits: 5033
Time Remaining: 01:01:31

Subject: Re: had to keep a promise...
Posted by Aircraftkiller on Tue, 25 Apr 2006 21:09:40 GMT
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Wow, you used a n00b cannon "ramjet rifle". If you can't get 52/1 with that, you're pretty bad to begin with...

Subject: Re: had to keep a promise...
Posted by Dover on Tue, 25 Apr 2006 21:10:30 GMT
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In non00bs it's easy to get such a K/D. Every game there's about 6 people pulling down that kind of ratio, because 95% of the people who play there have no idea what they're doing.

Wise ManACK > You

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 21:16:30 GMT
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Aircraftkiller wrote on Tue, 25 April 2006 17:09Wow, you used a n00b cannon "ramjet rifle". If you can't get 52/1 with that, you're pretty bad to begin with...

It's harder when you have only 1 bullet per clip tbh.

Subject: Re: had to keep a promise...
Posted by FMhalo on Tue, 25 Apr 2006 21:18:00 GMT
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And ACK anytime you won't to prove your any good at renegade we can have a 1v1 field anytime. I'll even play 2v1 or even 3v1 to make it fair.

Subject: Re: had to keep a promise...
Posted by C4miner on Tue, 25 Apr 2006 21:38:36 GMT
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Kanezor wrote on Tue, 25 April 2006 14:22But do you also know why "AK" is called Asscrackfiller?

Used to be a ditchdigger

Subject: Re: had to keep a promise...
Posted by Aircraftkiller on Tue, 25 Apr 2006 21:48:25 GMT
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I don't play one versus one battles in team oriented games.

Subject: Re: had to keep a promise...
Posted by Dover on Tue, 25 Apr 2006 22:07:17 GMT
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One-on-ones really prove nothing in FPSs. Especially Renegade. The possible exception to the rule is Counter-Strike, since it's only loosely "team based" and more about who can shoot straighter.

Subject: Re: had to keep a promise...
Posted by DrasticDR on Tue, 25 Apr 2006 22:08:10 GMT
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Go play someone like DrkXFactr then post your stupid video.

Subject: Re: had to keep a promise...
Posted by PlastoJoe on Tue, 25 Apr 2006 22:19:59 GMT
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Terminator 101 wrote on Tue, 25 April 2006 15:05
4. Fast Reflexes
That's not a skill in a FPS?

Subject: Re: had to keep a promise...
Posted by Homey on Tue, 25 Apr 2006 22:48:42 GMT
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It's not hard to get a good k/d with any unit if you are half decent. Knowing what to do in Renegade at the right time isn't too hard. I'd say this game takes a fair bit of skill. Sniping really well does too, but nothing like other games. In bf2 long range shots you actually have to anticipate bullet drop after certain distances, lean targets and so forth. Picking people off like flies in Renegade takes skill, but it takes even more in other games.

Edit: Regarding 1v1s, they do prove something. Sometimes you need to play solo and ignore everything about your team because they're so incredibly horrible. Lone wolf play is almost like a 1v1 and is still an aspect of this game that takes skill. 1v1s show one's ability to play in almost every aspect of this game excluding teamwork.

Subject: Re: had to keep a promise...
Posted by terminator 101 on Tue, 25 Apr 2006 23:38:09 GMT
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SpyGuy246 wrote on Tue, 25 April 2006 18:19Terminator 101 wrote on Tue, 25 April 2006 15:05
4. Fast Reflexes
That's not a skill in a FPS?
Well, that is more like ability. Skill is what you know, ability is what you can do.
I am skilled in playing Renegade and know how each map works, but my fast reflex ability is

---

almost nonexistent.
At least this is how I think it works.

Subject: Re: had to keep a promise...
Posted by PlastoJoe on Wed, 26 Apr 2006 00:37:41 GMT
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Granted you're correct about the difference between ability and skill, sniping in many games (specifically ones without physics like BF2) still relies a lot on ability rather than skill. You can know a map like the back of your hand, but if you and another sniper are facing off, it really comes down to who will get the shot off first.
Also, the reticle in Renegade seems to require more accuracy in order to make a good shot than in other games. For example, Halo has a small circle as opposed to a single dot. The circle doesn't give a much bigger margin for error, but it is more nonetheless. So if a person's sniping involves a bunch of spastic jumping and haphazard shooting with low accuracy, yeah I see how that can be cheap. But the video had enough one-hit kills for it to draw my attention however much.
The consecutive kill parts were also enough for any montage, so why bash it just cause "sniping requires no skill?" If anyone else got 5+ kills in a row with an Automatic Rifle, I'd still think it was fairly impressive.

Subject: Re: had to keep a promise...
Posted by Sniper_De7 on Wed, 26 Apr 2006 00:39:04 GMT
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I have to agree with Aircraftkiller as renegade really doesn't take much skill to be good. The fact that guns shoot where they're pointing even when holding down the button makes it extremely easy. As with tanks, it's just a matter of getting used to aiming in front of them or behind them or wherever. The fact that there's little skill doesn't dismiss the fact if it's fun or not, however. It's just that generally anyone can become good at it if they actually tried.

Subject: Re: had to keep a promise...
Posted by mision08 on Wed, 26 Apr 2006 00:43:21 GMT
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Terminator 101 wrote on Tue, 25 April 2006 15:05
Anyway, I think he is right, sniping in Renegade does not really require much skill, all it requires is
1. Fast computer
2. Very good grapics card
3. Fast connection
and
4. Fast Reflexes
Actually #2, ah never mind.

Subject: Re: had to keep a promise...
Posted by YSLMuffins on Wed, 26 Apr 2006 01:13:16 GMT
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Well, I know I couldn't get 70 kills in a game without serious effort. How about we just call it that?
Sniping takes serious effort.

I think Jonathan's abilities are the exception rather than the rule.

Subject: Re: had to keep a promise...
Posted by Jaspah on Wed, 26 Apr 2006 21:04:36 GMT
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Heil Cheese.