
Subject: Servers with crates

Posted by [steve8274](#) on Sun, 14 May 2006 16:37:52 GMT

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i actually have two questions here. My first one is what servers have crates in them. Another one if anyone can answer it is how can I get crates to run on my server. I run NightRegulator so I don't know if it can work on that bot.(I think thats what its called, not sure)

Thanks in advance if anyone can answer these for me.

Subject: Re: Servers with crates

Posted by [AmunRa](#) on Sun, 14 May 2006 16:48:41 GMT

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ssaow

Subject: Re: Servers with crates

Posted by [ghost](#) on Sun, 14 May 2006 16:51:08 GMT

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This is for question #1

From what i understand you want to know which servers on renegade have servers that run "crates". I doubt anyone can tell you that. Many servers run them, Few dont.

This is for question #2

You will need ssaow (advise the newest version)

You can get it <http://black-cell.net/SSAOW1.5WFDS.zip>

Download it & install it.

I would advise using cloudyserv or brenbot... NR isnt the best of bot

Subject: Re: Servers with crates

Posted by [steve8274](#) on Sun, 14 May 2006 16:51:39 GMT

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Sorry if you couldn't understand what I meant.

Also I'm not using BRenBot Because I couldn't get it working.

Subject: Re: Servers with crates
Posted by [ghost](#) on Sun, 14 May 2006 16:53:22 GMT
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Why does it matter?

If you dont even know how to run crates then your better off not running a server. I see stupid little 13 year old kids asking everyone for help with a server. Then they cant maintain it.

This topic should go here

http://www.renegadeforums.com/index.php?t=thread&frm_id= 5&rid=19671

Subject: Re: Servers with crates
Posted by [Nightma12](#) on Sun, 14 May 2006 17:02:35 GMT
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ghost wrote on Sun, 14 May 2006 11:51 This is for question #1
From what i understand you want to know which servers on renegade have servers that run "crates". I doubt anyone can tell you that. Many servers run them, Few dont.

This is for question #2

You will need ssaow (advise the newest version)

You can get it <http://black-cell.net/SSAOW1.5WFDS.zip>

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I would advise using cloudyserv or brenbot... NR isnt the best of bot

y isnt it the best of bots?

Subject: Re: Servers with crates
Posted by [ghost](#) on Sun, 14 May 2006 17:08:41 GMT
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I dont see much server running this bot.

I would say about 5 server total run it.

Many use BR or CS. I would advise using CS (cause BR sux)

Subject: Re: Servers with crates
Posted by [almor999](#) on Sun, 14 May 2006 17:10:22 GMT
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I have tried BR, BR.Net, NR and CS and my favourite was by far CloudyServ, I really like the

features it has and how customizable it is.

I hate joining a server with NR because you are constantly having gay sounds played, its like it was designed by a little kid or something.

Subject: Re: Servers with crates
Posted by [ghost](#) on Sun, 14 May 2006 17:12:55 GMT
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yes, I forgot to mention that
I only like the !kill, !stfu, !nag, and !0wn commands....
Cloudyserv on the other hand can easily have custom commands built into it.

Subject: Re: Servers with crates
Posted by [Nightma12](#) on Sun, 14 May 2006 17:18:53 GMT
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Quote:I hate joining a server with NR because you are constantly having gay sounds played, its like it was designed by a little kid or something.

HAHA! lol

i removed them in the latest version, lol

EDIT:

Quote:Cloudyserv on the other hand can easily have custom commands built into it.

NRCommands.dll? lol

Subject: Re: Servers with crates
Posted by [=HT=T-Bird](#) on Sun, 14 May 2006 19:27:27 GMT
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Speaking of crates, could someone give me the M, a, and c values for the Renegade GetRandomInt () engine call? (Or if it's not using a linear congruential algorithm, tell me the equivalent plz).

Subject: Re: Servers with crates
Posted by [Crimson](#) on Sun, 14 May 2006 21:15:19 GMT
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Crates are one of the stupidest things ever added to Renegade.

Subject: Re: Servers with crates
Posted by [cmatt42](#) on Sun, 14 May 2006 21:39:06 GMT
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Yeah, how dare they make the game more like Command & Conquer?

Subject: Re: Servers with crates
Posted by [ghost](#) on Sun, 14 May 2006 23:22:39 GMT
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Crimson wrote on Sun, 14 May 2006 14:15Crates are one of the stupidest things ever added to Renegade.

In your opinion, But from what my users tell me "OMFG THIS IS COOL". Perhaps the "standard" crates might suck but the ones i have crated would possibly make you change your mind

NR sucks period... The commands are pretty basic as is. Hell even my testbot could be better

renrem msg (BOT): \$2-

How easy is that compared to NR (i dont think BR can do custom commands unless you got a irc bot to relay certain stupid text)

Lets just see how many users use NR to the users on BR & CS

Subject: Re: Servers with crates
Posted by [Sniper_De7](#) on Mon, 15 May 2006 00:11:38 GMT
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Crimson wrote on Sun, 14 May 2006 16:15Crates are one of the stupidest things ever added to Renegade.

Subject: Re: Servers with crates
Posted by [AmunRa](#) on Mon, 15 May 2006 00:40:51 GMT

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well dave, as usual, you are both wrong, and a dick, congrats

Subject: Re: Servers with crates
Posted by [Goztow](#) on Mon, 15 May 2006 07:21:48 GMT

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Sniper_De7 wrote on Sun, 14 May 2006 20:11Crimson wrote on Sun, 14 May 2006 16:15Crates are one of the stupidest things ever added to Renegade.

May i add: the huge box crates, not tje yellow boxes as yellow 'crates' are actually very nice and give an extra objective at the game start .

Subject: Re: Servers with crates
Posted by [MexPirate](#) on Mon, 15 May 2006 09:04:40 GMT

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I don't like crates personally - i find that they unbalance the game, but then I like a pure server.

Crates add another option, I believe all of the modifactions/game types are a big factor as to why this game is still running after over 4 years and if people like them (which they obviously do or so many serverswouldn't use them) then whats the problem?

Subject: Re: Servers with crates
Posted by [mision08](#) on Mon, 15 May 2006 09:39:23 GMT

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The crates are fine if the contents are within reason. Obviously, no God crate. I don't mind if it has a few credits or a weapon that only has 1 clip of ammo. I don't think it should reward points, or give out vehicles. Crates should not swing the game in favor of a lucky player.

Watching an APC full of "lotto winners" drive by, while the whole team is out attacking the harvester is less than enjoyable.

Subject: Re: Servers with crates

Posted by [dead6re](#) on Mon, 15 May 2006 12:34:02 GMT

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Crates as we also known as the lottery system sucks. Vlok, the old modder suggested making a smart crate system which based on your teams effort help calculate what crate you should have.

For example: You are GDI and have lost your Power Plant. A smart crate appears and you get it. Then the outcomes would be something to help combat against the Power Plant loss for a short period like:

- Stealth Reveler
- Nod losses all power for a couple of mmoments

Of course there would be a slight chance it doesn't help you.

Subject: Re: Servers with crates

Posted by [Ma1kel](#) on Mon, 15 May 2006 13:06:08 GMT

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Well, I prefer playing a marathon game on the map Under and it's being going on for 10 hours, that both teams try to control the field to search for a Spy crate rather then spending another 10 hour before one teams is so bored that they give the other team victory.

Subject: Re: Servers with crates

Posted by [Goztow](#) on Mon, 15 May 2006 13:52:37 GMT

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Ma1kel wrote on Mon, 15 May 2006 09:06Well, I prefer playing a marathon game on the map Under and it's being going on for 10 hours, that both teams try to control the field to search for a Spy crate rather then spending another 10 hour before one teams is so bored that they give the other team victory.

Marathon games: another one of those jokes...

Subject: Re: Servers with crates

Posted by [w0dka](#) on Mon, 15 May 2006 15:06:26 GMT

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Goztow wrote on Mon, 15 May 2006 08:52Ma1kel wrote on Mon, 15 May 2006 09:06Well, I prefer playing a marathon game on the map Under and it's being going on for 10 hours, that both teams try to control the field to search for a Spy crate rather then spending another 10 hour before one teams is so bored that they give the other team victory.

Marathon games: another one of those jokes...

Right! I normaly play on "pure" servers, or mostly pure servers... (for example theKoss2 ...)

Crates are sometimes heavy unbalanced... a skilled player on Nod side get a railgun from such a crate...he was a SBh.... och (´volcano, without basedefense after 5 min. ...) lets say he got like 20 frags by covering a nuke a few minutes later...

or the stupid godcrate.... well lets say GG

or he spycrate.... on maps with basedefense its like a GG...

pure renegeda is the best mode... because there you need skill and teamplay... not a basicsoldier who kills my mammy with a PIC...

or SBH'S who run around with instakillweapons and onehit 1000cred. soldiers from stealth

these Sbh'S are a serios problem.... ever see a big game on weapon drop servers? if lets say 20 guys are Nod the there are sometimes 12 Sbh's who run around and wait that a tank blow up a mobius/havoc and then dont fight because they fear to lose their superweapon -.-

Marathon games:

I sometimes play on marathonservers...I hope that somewhere far far away in the future someone rekognize to teamplay.... really funny to see in Field 5 Havocs crying that noone create a rush and we all are n00bs...

Subject: Re: Servers with crates

Posted by [Crimson](#) on Mon, 15 May 2006 22:48:35 GMT

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The worst part about the crates is that the model for them is a huge-ass gray box that just looks absolutely silly out there in the field. I might use a couple of the crates (money and refills are just about all I can accept -- stealth, god, tanks, and points are just fucking retarded in my opinion) but ONLY if the crate was the small yellow box instead of this retarded oversized monstrosity. As if you'd really find ammo or money in a gigantic box bigger than a person.

Therefore, I stick to the old school yellow crates with money and refills.

Subject: Re: Servers with crates

Posted by [MexPirate](#) on Mon, 15 May 2006 22:55:34 GMT

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Crimson wrote on Mon, 15 May 2006 18:48points are just fucking retarded in my opinion

Subject: Re: Servers with crates
Posted by [Kamuix](#) on Mon, 15 May 2006 22:58:50 GMT
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They could try using the small green boxes, the ones that say DSAPO on them. But it might alittle wierd to because its a bright green color.

Subject: Re: Servers with crates
Posted by [ghost](#) on Mon, 15 May 2006 23:05:09 GMT
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Marathon servers suck on certain maps like hourglass.
Way too much camping. But a crate like the spy crate would change my mind in joining the server....

But as i always say, "We can talk the talk but at the end we are still playing on the servers".

Bascily what im saying is if you dont like crates leave the server.

Subject: Re: Servers with crates
Posted by [Crimson](#) on Tue, 16 May 2006 00:45:07 GMT
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I agree.
