

---

Subject: why doesnt anyone work together?

Posted by [steve8274](#) on Tue, 23 May 2006 00:54:40 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i know i might sound stupid, but in 95% of the games i play there i no teamwork. If someone asks me to do something such as a rush or help protect a beacon I usually will. I was just wondering why no one accually works together in a team based game.

---

---

Subject: Re: why doesnt anyone work together?

Posted by [cmatt42](#) on Tue, 23 May 2006 01:01:59 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Simply because they think they can be "renegades" and win the game for themselves.

---

---

Subject: Re: why doesnt anyone work together?

Posted by [steve8274](#) on Tue, 23 May 2006 01:04:21 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

i guess they got a different impression of the game because of the title, lol.

---

---

Subject: Re: why doesnt anyone work together?

Posted by [z310](#) on Tue, 23 May 2006 01:30:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I always tried to be a little commando when I played, by myself or with 2 others...

It made the game more interesting and suspensful IMO

---

---

Subject: Re: why doesnt anyone work together?

Posted by [mrpirate](#) on Tue, 23 May 2006 01:38:42 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Because, generally, other people don't know what the fuck they're doing.

---

---

Subject: Re: why doesnt anyone work together?

Posted by [Renx](#) on Tue, 23 May 2006 01:45:23 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

I concur with above statement

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [mision08](#) on Tue, 23 May 2006 02:13:58 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Play on a server with 16 or less players.

---

Subject: Re: why doesnt anyone work together?  
Posted by [Crimson](#) on Tue, 23 May 2006 03:43:04 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Play on the n00bstories server and connect to teamspeak... often we have like 6-10 people or even more and we pull off some really fun coordinated attacks.

Also, I added a mod to my bot that automatically puts players in the right TeamSpeak channel for their team and keeps others out.

---

Subject: Re: why doesnt anyone work together?  
Posted by [PlastoJoe](#) on Tue, 23 May 2006 05:27:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Probably because Renegade is one of very few FPSs that supports teamwork better than lone-wolf playing and people aren't used to that.

---

Subject: Re: why doesnt anyone work together?  
Posted by [Goztow](#) on Tue, 23 May 2006 07:07:51 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

I'd go with Mr Pirate, Mission and Spyguy.

---

Subject: Re: why doesnt anyone work together?  
Posted by [Sniper\\_De7](#) on Tue, 23 May 2006 12:44:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

A lot of the time I won't do what people say because they'll ask for crazy things. For example, it is not wise to rush Nod's base on Field when they have 3 tanks blocking you. It might work, but it probably won't and I don't feel like giving the field to Nod.

Another example might be APC rushes or flame tank rushes or whatever else. A team often times has a better chance of success just defending the field on particular base defence maps. You don't just gamble it by losing the field if you fail. Rush when they've got one vehicle or less or if you think they're all repairing in one building and not defending another.

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [RTsa](#) on Tue, 23 May 2006 13:18:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Crimson wrote on Tue, 23 May 2006 06:43Play on the n00bstories server and connect to teamspeak... often we have like 6-10 people or even more and we pull off some really fun coordinated attacks.

Also, I added a mod to my bot that automatically puts players in the right TeamSpeak channel for their team and keeps others out.  
Hmm...would it be possible to get a hold of that mod for other servers?

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [Goztow](#) on Tue, 23 May 2006 15:55:43 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, Rtsa: Crimson made her own bot in PHP but it's too unstable to make it public (if I understood that well).

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [Crimson](#) on Tue, 23 May 2006 19:40:12 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

It's not unstable, it just has strange requirements that I'm not sure others can fulfill. Plus it's not finished enough at this point to run on its own. I still use BRenBot, too.

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [JeepRubi](#) on Wed, 24 May 2006 01:10:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Crimson wrote on Mon, 22 May 2006 22:43Play on the n00bstories server and connect to teamspeak... often we have like 6-10 people or even more and we pull off some really fun coordinated attacks.

Also, I added a mod to my bot that automatically puts players in the right TeamSpeak channel for their team and keeps others out.

Id love to play on the n00bstories but it ALWAYS full when i go to play. Maybe make a second server or something?

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [pirkel123](#) on Thu, 25 May 2006 15:07:09 GMT

---

[View Forum Message](#) <> [Reply to Message](#)

---

I know this annoys the heck out of some players, but a way to get people in line is to type things over and over in the chat.....

And no, I'm not the person who types "HURRY HURRY AVERIBODY GET MAMMYS!!!!!! THEY PWN WE WILL RUSH AND WIN" "GET MAMMYS GET MAMMYS!!!!1111"

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [Dover](#) on Thu, 25 May 2006 15:13:56 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Jeep Rubi wrote on Tue, 23 May 2006 18:10Crimson wrote on Mon, 22 May 2006 22:43Play on the n00bstories server and connect to teamspeak... often we have like 6-10 people or even more and we pull off some really fun coordinated attacks.

Also, I added a mod to my bot that automatically puts players in the right TeamSpeak channel for their team and keeps others out.

Id love to play on the n00bstories but it ALWAYS full when i go to play. Maybe make a second server or something?

You know, n00bstories is worth the wait for a slot to free up. I've noticed people tend to leave the server around the time the map ends, so I just join Jelly if that's more than a 5 minute wait. Other servers I've played on just don't compare. There's a general feeling of sloppiness on most Renegade servers, both in the moderation and in the players, but not on n00bstories...

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [Majiin Vegeta](#) on Thu, 25 May 2006 17:58:16 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Crimson wrote on Tue, 23 May 2006 04:43Play on the n00bstories server and connect to teamspeak... often we have like 6-10 people or even more and we pull off some really fun coordinated attacks.

Also, I added a mod to my bot that automatically puts players in the right TeamSpeak channel for their team and keeps others out.

Blazer finally got it working?

damn how long did that take  
might have to pop on and have me some good ol ass whoopin

---

Subject: Re: why doesnt anyone work together?  
Posted by [Crimson](#) on Thu, 25 May 2006 22:06:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

No, he hasn't... I just added a module to my bot. It only took me like an hour. Blazer is still held back on working on it because he's trying to construct an application that's universal whether your TeamSpeak server is local or remote from your server, which box you run TSR on, plus the perl install on my Windows box is odd... I don't remember why. I think it breaks BRenBot to install it or something.

Anyway, please feel free to come try it out... just make sure your "nickname" field in the TeamSpeak connect dialog matches (case sensitive) your in-game name.

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [IcyyTouch](#) on Thu, 25 May 2006 22:59:06 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

steve8274 wrote on Mon, 22 May 2006 19:54i know i might sound stupid, but in 95% of the games i play there i no teamwork. If someone asks me to do something such as a rush or help protect a beacon I usually will. I was just wondering why no one accually works together in a team based game.

There's a community match between Non00bs and Ren-archive. If you play on either of those servers visit one of the forums and sign up to participate in the match. Every player will be logged onto TeamSpeak and there will be more than enough coordination.

---

---

Subject: Re: why doesnt anyone work together?  
Posted by [Halo38](#) on Sat, 27 May 2006 03:23:21 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Top experienced players think and play alike, play the best tactic at the time and you will find that the same names are near by all the time usually doing what you are or something that complements your tactic. So do the right thing and decent players will follow, sometimes alot of talk isn't nessesary.

---