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Subject: funny stuff from the Zer0BS server  
Posted by [wolfmyth](#) on Sat, 10 Jun 2006 12:44:55 GMT

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Guys watch out if you play here. Even when on Rengaurd it seems that mods don't like being killed. Kill one mod and you get banned. What a pro server. Probably only had about 6 kills, was in an aryl defending the base the whole time on complex. Was about 3rd/50 ish, thanks to n00b players, not PW, just attacking tanks and the odd people that pop up at the hole in the wall to Wep factory. Killed a mod and got banned, in an instant. lmao, must have some utterly crap mods,

Quality server....

Guess the moral of the story goes, stick to know quality servers .

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Sat, 10 Jun 2006 14:54:24 GMT

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That what happens when you play at n00b servers, just cause its at the top of the listings, dont mean its any good.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [luv2pb](#) on Sat, 10 Jun 2006 15:35:45 GMT

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may I suggest a server that doesn't suck and isn't run by the biggest n00bs on the internet?  
N00bstories

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Sat, 10 Jun 2006 17:23:51 GMT

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You can't help but wonder if they were being ironic on purpose when they named it the Zer0BS server. And yeah, Gwest is retarded, nothing new there.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [Viking](#) on Sun, 11 Jun 2006 14:40:36 GMT

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n00bstoires and Finfalls marithon server are fun!

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Sun, 11 Jun 2006 20:54:19 GMT  
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idjit626 wrote on Sun, 11 June 2006 09:40n00bstoires and Finfalls marithon server are fun!

So are MP-Gaming.Net servers.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Sun, 11 Jun 2006 23:49:29 GMT  
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... If by fun you mean stupid.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [luv2pb](#) on Mon, 12 Jun 2006 01:43:02 GMT  
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IWarriors wrote on Sun, 11 June 2006 16:54idjit626 wrote on Sun, 11 June 2006 09:40n00bstoires and Finfalls marithon server are fun!

So are MP-Gaming.Net servers.  
are they still around?

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Mon, 12 Jun 2006 14:53:58 GMT  
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mrpirate wrote on Sun, 11 June 2006 19:49... If by fun you mean stupid.

Care to explain your reasons`?

and luv2pb, yes.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Mon, 12 Jun 2006 16:45:32 GMT  
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LOL GHAVRESTRS ON TEH DIFRANT TEEMS OMF

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [luv2pb](#) on Mon, 12 Jun 2006 17:19:01 GMT  
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IWarriors wrote on Mon, 12 June 2006 10:53mrpirate wrote on Sun, 11 June 2006 19:49... If by fun you mean stupid.

Care to explain your reasons`?

and luv2pb, yes.

Oh, I seriously didn't know. After I got screwed one to many times I stop comming over by you guys. Then I heard zunnie left and just assumed things would fall into oblivian even faster once he was gone.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Mon, 12 Jun 2006 18:08:09 GMT  
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luv2pb wrote on Mon, 12 June 2006 12:19IWarriors wrote on Mon, 12 June 2006 10:53mrpirate wrote on Sun, 11 June 2006 19:49... If by fun you mean stupid.

Care to explain your reasons`?

and luv2pb, yes.

Oh, I seriously didn't know. After I got screwed one to many times I stop comming over by you guys. Then I heard zunnie left and just assumed things would fall into oblivian even faster once he was gone.

lol.

Nah, zunnie is back, he just had a little break.

Even if zunnie did leave, there are enough admins like reborn and oxi who would keep it going, money is not a problem to keep things online as we all donate.

So mrpirate, just cause we changed the havs around you got abit upset over that... I guess you dont like change.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Mon, 12 Jun 2006 20:52:40 GMT  
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What's the fucking point? I just don't understand how that improves anything at all.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [Kamuix](#) on Mon, 12 Jun 2006 20:56:07 GMT  
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Zunnie makes things fun!!!!

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [DarkDemin](#) on Mon, 12 Jun 2006 22:01:44 GMT  
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Zunnie makes things stupid.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Mon, 12 Jun 2006 22:05:29 GMT  
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mrpirate wrote on Mon, 12 June 2006 15:52 What's the fucking point? I just don't understand how that improves anything at all.

Whats the point of you moaning about it`?, will it inprove anything, no.

Our players dont have a problem with it, they dont let little things like that effect their lifes, expect you, but you dont play at our servers, so theres shouldnt be a problem.

DarkDemin wrote on Mon, 12 June 2006 17:01 Zunnie makes things stupid.

Again, no reason on why or whatever is stupid, Zunnie has done more for renegade the game and helped more players then you and you're band of haters has ever done in you're lifes.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Mon, 12 Jun 2006 22:26:37 GMT  
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No, I don't play on your servers. This is because I think the modifications you are running are silly. Perhaps your English is bad, but, to me, you just implicitly conceded that most of the players on your servers think the Harvester thing is stupid too, but don't let it bother them enough to stop playing there. And, honestly, if the switched Harvesters were the only modification, I wouldn't stay off your servers.

I suppose you didn't actually write the modification to switch the Harvesters, but if you ever come across the reason and have the opportunity, I'd appreciate it if you'd post the thought process behind that move, because I'm sure I'm not the only person curious.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Mon, 12 Jun 2006 22:37:03 GMT  
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I understand... You are one of them players who started to shoot your own hav just cause it had the enemy skin colours... then getting told the skins was changed and felt like a idiot, which as I seen, is not a new thing to you.

Would you like a small shiny metal box to play with`?

I would hate to be you, if you let such a little thing as this annoy you so much.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [Kamuix](#) on Mon, 12 Jun 2006 22:37:29 GMT  
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---

I do not see any modifications in their AOW servers, for some reason I get "Version mismatch" On one server.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Mon, 12 Jun 2006 22:39:25 GMT  
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Kamuix wrote on Mon, 12 June 2006 17:37I do not see any modifications in their AOW servers, for some reason I get "Version mismatch" On one server.

Exit to the start screen and relog, that should fix the problem, the aow server is called HyperAOW, at present I belive the hav skin colours are like they used to be, but could be wrong about that, as I really dont take much notice of it unlike some here. lol

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Mon, 12 Jun 2006 23:29:19 GMT  
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There's no need to resort to personal insults, and certainly no need to insinuate that I'm bad at Renegade when I'm actually very good.

I'm not really trying to attack you here, and while I'm curious about the Harvesters I thought I made it clear that they are not the sole reason I dislike your servers.

You don't have to be so defensive.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [Sniper\\_De7](#) on Mon, 12 Jun 2006 23:42:48 GMT  
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I'm pretty sure he doesn't have a real reason and that was just a move to change topics since he can't answer why you'd change skins for the harv.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [Kamuix](#) on Mon, 12 Jun 2006 23:48:34 GMT  
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If you think think those mods are stupid, Than you have not been in my server yet. In mine you can drive the harvs and steal enemy harvs.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [cheesesoda](#) on Mon, 12 Jun 2006 23:57:54 GMT

That would enhance Renegade's playability and I'd find that entertaining. That makes a hell of a lot more sense than changing teams for the harvesters.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 01:07:13 GMT  
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I'm not really trying to attack you here, and while I'm curious about the Harvesters I thought I made it clear that they are not the sole reason I dislike your servers.

You don't have to be so defensive.

Well its hard not to be defensive on this forum, I think you can understand that, but as you replayed in such a gentleman manner, I will say sorry for me resorting to a lower level.

To be honest, I dont know why the hav and also the shotgunner skins was changed around, there could be a techial reason for it, am a newb at leveledit but I can understand reasons for using a gdi unit for nod and etc, but it could be the simple fact, that it was just for fun or something, I dont know.

I dont really see a problem with it, it doesnt really effect the gameplay but I have seen alot of n00bs start shooting their own units and havs thinking its the enemy...

I know alot of people dont like our mods, well the mods are not for everyone and it takes some time to get used to them, I confess, I didnt like it when I first started playing at the servers when they were known as the fanmaps clan, didnt take long for me to enjoy playing there as it soon become my home after the baja clan died.

I belive modding renegade is alot of fun and it gives people choices, if you wish to play a normal renegade game, then there are servers for it, if you want something different, play at ours, in all, in whatever server you play at, we all have one thing in commen, we love the game.

The mods on our server can effect the gameplay alot, like the deployable turrets, alot of new players like this and find it fun that they can buy these and put them around the base, where pro players like yourself and others find it hard to deal with and adapt to the new style of gameplay, I seen many players type in f2 chat "fucking turrets" and so on, but there are ways around them and it doesnt take long to destroy them to win the game.

The other major mod we run, is the new vehicle switchs we have added to the war and air, which has a prescribed vech added, you walk upto the switch and press action and a few moments later a transsport hail flys in and drops off a tank of your choice, cp1 or 2 is needed for this, this allow all players to buy themselfs a vechile without needing to use the pt.

I find this awesome, its one of the best mods we have at the moment, saves time waiting at the pt for ages trying to buy a tank.

The other small mods is yes, a few gun/cannon and rockete emplacements around the map that players can use, they dont effect the game much, they got low armour and can be taken out easy, but they are useful to use, though I find it annoying that of newb players use them when they should be getting themselfs a real tank or unit to use.. but they got their uses.

Then there is the refill points, little small disks around the map giving you full ammo when you walk though them, this is handy and would like to see this on more servers, its saves time going back to base to rearm.

There are more, like auto repair on our vechs, which repairs your unit slowly, not much.. 5 points every 10 sces or so, auto repair on buildings, smoke ladders and teleport spots on one of our maps, makes for a fast fun game..

Our players love it, some dont, like yourself, but you cant win them all, but its home.

What name do you use in renegade? I think of myself as a good player, I do all the things to help my team, donate money to players soon they join my team, If I have the money, repair buildings, mine right, repair things or people, work with others and so on and I try to work with other good players, as its the teamwork in the end that will win the game not hero crap.

Kamuix wrote on Mon, 12 June 2006 19:48If you think think those mods are stupid, Than you have not been in my server yet. In mine you can drive the harvs and steal enemy harvs.

Hmm, steal enemy havs, that sounds pretty cool, how does that work?, at the moment at our server, we been talking about being able to buy havs and drive them...

And, whats the name of your server`?

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [mrpirate](#) on Tue, 13 Jun 2006 01:59:10 GMT  
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I use a number of names; mrpirate, tibharvy and trthaddct among them. There are others but I won't list them here.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 02:39:01 GMT  
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mrpirate wrote on Mon, 12 June 2006 20:59I use a number of names; mrpirate, tibharvy and trthaddct among them. There are others but I won't list them here.

Cool, I think I seen you once or twice around on a few servers.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 09:17:16 GMT  
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It's hard to find a server without some retarded mods anymore...the only change that I want would be the point system or at least a switched position of the Bar and WF on Field.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 13:21:32 GMT  
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JohnDoe wrote on Tue, 13 June 2006 04:17It's hard to find a server without some retarded mods anymore...the only change that I want would be the point system or at least a switched position of the Bar and WF on Field.

Our point system has changed, cant switch the bar or war nor any other building on westwood maps, they are fixed, you can add buildings but theres not enough room, you could always disable the building, like the bar so its just a empty building, then you could make a pt in a wall or something, but theres really no point in that.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 16:04:49 GMT  
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Do units in your server make proportional points to the damage they inflict? That would be pretty amazing tbh.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 16:42:54 GMT  
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JohnDoe wrote on Tue, 13 June 2006 11:04 Do units in your server make proportional points to the damage they inflict? That would be pretty amazing tbh.

Am not sure If I fully understand how the damage and points works in the server, but If I understand what you mean, I know when you disarm beacons, you will get points for how much hp is left on the beacon and that can be devided by how many players are disarming it.. err but am not sure about this, I could be totaly wrong. lol

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 16:53:33 GMT  
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I mean that you don't get more points for unloading a shotgun on the harv than a PIC.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 17:04:18 GMT  
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JohnDoe wrote on Tue, 13 June 2006 11:53 I mean that you don't get more points for unloading a shotgun on the harv than a PIC.

Nah you shouldnt, I know you will get one point aswell as one credit each shot from a autogun or pistol from attacking the hav, other weapons like a pic gun will give you more points pershot then the other said weapon.

I think c4 works different on our server, if you use c4 on the mtb, you can easy gain 3000 points aswell as 1000 creds from that... if you use c4 on the hav, I think the points are less, but you do end up killing the hav, its a thing you need to think about when a map starts, should you attack the hav using c4 and killing it or rush as a minigunner and whore it for points and money aswell being able to kill any enemy you see with your auto...

I could be wrong on some things I have said, so dont take my words as set in stone, if you want to know for sure, you gonna need to ask a server admin, like reborn or zunnie etc.

or you could always join the server for a game or two when there are good number of players in it and see for yourself.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [wolfmyth](#) on Tue, 13 Jun 2006 17:23:19 GMT  
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Yeah, Just decided to try it out, don't play much Ren these days.  
I'm glad so see its not only me that thinks Zer0BS blows.

On the side topic, I used to play on MP here and there, It wasn't bad. The thing I got annoyed about was becons ontop of say the Ref on island(ladder access). The mods didn't take into consideration the BHS core patches. They argued with me you can disarm the becon ontop of the ref(not if its behind the wall). I tried to tell them that thanks to the core patch me and a lot of others have a red see-through wall up there(to stop B2B). They though I was BSing or a nub so I left and decided to not return.

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Hmm, you got your wires crossed somewhere, the red laser wall was there to stop users from jumping into the area where the hav unloads to lay a nuke not for b2b, jumping in that said spot is against our server rules as we consider it a bug/glitch whatever.

If anyone somehow was able to put a beacon behide the laser wall, then they was breaking our rules and should had been qkicked.

You are allowed to b2b on Islands from the base walls each team has and from the first island for

GDI, attacking the hand, its using MLRS from inside the GDI base, attacking the Nod base b2bing.

Sorry, you had this problem at our servers then..

We have a new hyper/turbo mod coming soon, cant go into details, but when its put on the servers, it be awesome, I would give it ago when its here, see if you like it or not, we would like the feedback anyway so we can improve it.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [Lijitsu](#) on Tue, 13 Jun 2006 18:17:26 GMT

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These are the MP servers? These mods sound very interesting at least, I might drop by for a match or two to test them out. Sure beats the Unrules.com New Maps server, which has enough idiots most of the time for five or six servers.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 18:33:54 GMT

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IWarriors wrote on Tue, 13 June 2006 18:04JohnDoe wrote on Tue, 13 June 2006 11:53I mean that you don't get more points for unloading a shotgun on the hav than a PIC.

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or you could always join the server for a game or two when there are good number of players in it and see for yourself.

Bad exemple, because you can't kill the harv with a shotgun. But here's another: You'll get tremendously more points for killing the Harvester with the Orca's mg than with the rockets. It's a glytch in the armor.ini, but it seems that your mod is just another of those silly mods that give insane amounts of points for everything.

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Posted by [IronWarrior](#) on Tue, 13 Jun 2006 19:45:05 GMT  
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Well, what I said is not set in stone, I could be wrong on what I said, only the server admins knows what they did on the server, at our server, you get more points/money attacking things then you would on a normal server, this makes the game faster, I known games to end in the first 2 minutes then on the same map with good players on both sides, for it to last the entire game time.

I will ask one of them later tonight if they could give me a list of whats been changed, then share with you if am allowed to share this info, then you can make sense of it.

But the damage mod if you wanna call it, is just one mod of many..

Lijitsu wrote on Tue, 13 June 2006 13:17These are the MP servers? These mods sound very interesting at least, I might drop by for a match or two to test them out. Sure beats the

Unrules.com New Maps server, which has enough idiots most of the time for five or six servers.

Well you and others here are always welcome to play at the servers, all we ask that you obey the server rules, we are a half rg server, so if you use it, thats cool, but dont whine if one of our nubs or nubs mods forcergs you if you start owning owning them. lol

At the time of me writing this, there is a nice little game going on, good time to join.

Oh one of the other things we added are the fun tuants sounds, where you can type tt or skill and a sound plays from always.dat they fun to mess around with, adds more to the game.

I might be in the game in my new clan name DoRWar or on irc as (I) and always around to answer any Qs anyone has.

---

Subject: Re: funny stuff from the Zer0BS server  
Posted by [JohnDoe](#) on Tue, 13 Jun 2006 20:01:34 GMT

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I don't need a list...I'm only interested in some mod fixing the armor.ini glytch.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 20:18:58 GMT

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JohnDoe wrote on Tue, 13 June 2006 15:01 I don't need a list...I'm only interested in some mod fixing the armor.ini glytch.

I ask about that, didnt know there was a problem with it.

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Subject: Re: funny stuff from the Zer0BS server  
Posted by [reborn](#) on Tue, 13 Jun 2006 20:41:37 GMT

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The armor.ini is client side for everyone, it is not specific to MP-Gaming.NET servers. It could be changed with the core-patch, but then only people with the core-patch would get less points.. hardly an incentive to download and use it, and rather un-fair on those they do have it over those that do not.

The points system on hyper is relative to every character, vehiclle and building. It is designed for a faster paced game. However the Hyper server is soon to be replaced with a new AOW server,

which when launched will be un-like any other server you have ever played on.

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