
Subject: Did you play Turok: Rage Wars? (Mod Release)
Posted by [Oblivion165](#) on Mon, 04 Sep 2006 01:31:00 GMT
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Well i did!

<http://www.oblivioninteractive.com/Ragewars>

A little mod for renegade ive been working on.

Subject: Re: Did you play Turok: Rage Wars?
Posted by [bigejoe14](#) on Mon, 04 Sep 2006 02:53:10 GMT
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Too bad Rage Wars was a total cash in.

THANKS ACCLAIM

Subject: Re: Did you play Turok: Rage Wars?
Posted by [Oblivion165](#) on Mon, 04 Sep 2006 15:29:35 GMT
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I didnt feel that it was, sure they used the character models from their other turok games, but it had 36 unique multiplayer maps for one. They were small but every single one is a classic.

I look at it like mortal kombat, yes its only small maps and no story. Even though scorpion was copied from game 1, game 16 will still be purchased by the fans.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)
Posted by [Zion](#) on Mon, 04 Sep 2006 15:40:32 GMT
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Download returns 404 error.

Is it just like the N64 Turok games? The Ceribal Bore owns

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)
Posted by [Oblivion165](#) on Mon, 04 Sep 2006 16:59:34 GMT
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There you go, firefox user took out the %20.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [futura83](#) on Mon, 04 Sep 2006 17:01:43 GMT

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there is still a 404

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Mon, 04 Sep 2006 17:04:14 GMT

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<http://www.oblivioninteractive.com/Ragewars/builds/RageWars1 .02.exe>

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Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [futura83](#) on Mon, 04 Sep 2006 17:34:45 GMT

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tried it in firefox, i.e., and opera...all 3 must be shite

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Mon, 04 Sep 2006 18:01:02 GMT

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double

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Mon, 04 Sep 2006 18:03:20 GMT

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Must be, everyone i send the link to has zero problems with it.

However there is a problem with the release, so it being re-uploaded at the moment. My Ftp client said it uploaded 100%, when it actually uploaded more like 45%.

However the link is was valid, i just took it down to upload the new.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Mon, 04 Sep 2006 18:37:38 GMT

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Alrighty, its online

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [futura83](#) on Mon, 04 Sep 2006 18:46:18 GMT

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downloading now

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Zion](#) on Mon, 04 Sep 2006 19:17:04 GMT

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6min, and i'll have ya a game online if you like.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 04 Sep 2006 20:22:51 GMT

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I'll have to say it's definitely in better half of the Renegade mods. Good work

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [z310](#) on Mon, 04 Sep 2006 21:21:11 GMT

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Oblivion165 wrote on Mon, 04 September 2006 13:04

<http://www.oblivioninteractive.com/Ragewars/builds/RageWars1 .02.exe>

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Your link sends Firefox to:

<http://www.oblivioninteractive.com/Ragewars/builds%5CRageWars1.02.exe>

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Mon, 04 Sep 2006 21:29:12 GMT

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z310 wrote on Mon, 04 September 2006 17:21
Oblivion165 wrote on Mon, 04 September 2006 13:04
<http://www.oblivioninteractive.com/Ragewars/builds/RageWars1 .02.exe>

If your browser cant handle this simple link....get a new one.

Your link sends Firefox to:

<http://www.oblivioninteractive.com/Ragewars/builds%5CRageWars1.02.exe>

Hmm, well i dont know why it would.

Other Note, there is a bug in the scripts. It's fixed now, however there is another bug "INIClass::Put_String - Duplicate Entry IsClanGame"

Seems to crash the server, Sorry doc

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Spice](#) on Mon, 04 Sep 2006 21:45:41 GMT

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I'm hosting a game, someone come play with me!

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Mad Ivan](#) on Mon, 04 Sep 2006 22:13:41 GMT

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EXdeath wrote on Tue, 05 September 2006 00:45!m hosting a game, someone come play with me!

What this mod needs is an IRC channel (something at n00bstories perhaps) so we can arrange games the proper way

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [futura83](#) on Mon, 04 Sep 2006 22:14:21 GMT

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Oblivion165 wrote on Tue, 05 September 2006 00:29z310 wrote on Mon, 04 September 2006 17:21Oblivion165 wrote on Mon, 04 September 2006 13:04

<http://www.oblivioninteractive.com/Ragewars/builds/RageWars1.02.exe>

If your browser cant handle this simple link....get a new one.

Your link sends Firefox to:

<http://www.oblivioninteractive.com/Ragewars/builds%5CRageWars1.02.exe>

Hmm, well i dont know why it would.

Other Note, there is a bug in the scripts. It's fixed now, however there is another bug

"INIClass::Put_String - Duplicate Entry IsClanGame"

Seems to crash the server, Sorry doc

it's alright.

it's an amazing mod though, well done!

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Zion](#) on Mon, 04 Sep 2006 22:32:33 GMT

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I'm hosting a non-dedi serv right now if you wish to join.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [cmatt42](#) on Mon, 04 Sep 2006 22:37:36 GMT

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You guys are going to have to forward your ports. I can't join.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Mon, 04 Sep 2006 22:49:58 GMT

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Im trying to ge these crashes worked out, I should have done more online testing. So far the vamperic power crashes the game if you have the power and you hurt yourself.

And i was just in a game with ExDeath that crashed my game when i tried to pull out my scorpion launcher....however it works fine all the other times...

Anyone have any insite to the crashes?

EDIT: You know, if you notice something that maybe the cause.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [JohnDoe](#) on Tue, 05 Sep 2006 16:35:57 GMT

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Oblivion165 wrote on Mon, 04 September 2006 12:04

<http://www.oblivioninteractive.com/Ragewars/builds/RageWars1 .02.exe>

If your browser cant handle this simple link....get a new one.

You mixed up a \ with a / on your website...

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Tue, 05 Sep 2006 19:11:06 GMT

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JohnDoe wrote on Tue, 05 September 2006 12:35Oblivion165 wrote on Mon, 04 September 2006 12:04 <http://www.oblivioninteractive.com/Ragewars/builds/RageWars1 .02.exe>

If your browser cant handle this simple link....get a new one.

You mixed up a \ with a / on your website...

That's a standard Url.

Even the beloved firefox uses it as a standard:

<http://fedoranews.org/tchung/firefox/images/firefox-browser.png>

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [JohnDoe](#) on Tue, 05 Sep 2006 21:06:50 GMT

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All I see is that on the website it says ...builds\rage... and on the link you posted here it's ...builds/rage... I don't give a shit about browsers, all I know is that one link works and the other doesn't, so maybe you should just change the one that doesn't...at least that's what I would do, but then again I'm not involved in the browsernerd battles.

Subject: Re: Did you play Turok: Rage Wars? (Mod Release)

Posted by [Oblivion165](#) on Tue, 05 Sep 2006 21:54:21 GMT

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Oh ok i see, i was confused because my browser was correcting the link:

While my html code said otherwise. Well its fixed, thanks for pointing it out.

So anyone discover anything involving the crash?

File Attachments

1) [browser.jpg](#), downloaded 416 times

TUROK

RAGE WARS

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A Special thanks to my brother CpuKiller for writing the script that made this mod possible.

<http://www.oblivioninteractive.com/Ragewars/builds/RageWars1.02.exe>