
Subject: New Type Of Serv
Posted by [_SSnipe_](#) on Fri, 01 Jun 2007 09:41:34 GMT
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i use that brenbot pack that comes with brenbot and cp1+2 and SSAow
but i wanna try somthing diffrent

so i need

where can i get

NightRegulator
Latest SSAOW
cp1+cp2 and maps
and scripts 2.9

for a serverside NOT A NORMAL renegade game

thank you.....

Subject: Re: New Type Of Serv
Posted by [EvilWhiteDragon](#) on Fri, 01 Jun 2007 11:09:59 GMT
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Or you could just fucking do something like searching. It's not that hard seriously.
You can start here:
www.google.com

Subject: Re: New Type Of Serv
Posted by [IronWarrior](#) on Fri, 01 Jun 2007 11:44:40 GMT
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joe937465 wrote on Fri, 01 June 2007 04:41i use that brenbot pack that comes with brenbot and
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SSAOW (has scripts)

<http://www.game-maps.net/index.php?action=file&id=608>

Map Pack

<http://www.game-maps.net/index.php?action=category&id=125>

Scripts 2.9.2

<http://www.game-maps.net/index.php?action=file&id=616>

Subject: Re: New Type Of Serv

Posted by [AoBfrost](#) on Fri, 01 Jun 2007 13:57:52 GMT

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Renewiki.com for scripts.dll for servr

Nightregulator at Nightregulator.co.uk (I personally like NR better than the rest because of it's features)

cp1 can be downloaded with psufan's installer

Maps.....get them with cp1, or download them from ren-archive.com (they have every map EVER)or download the mappack posted earlier....

and nto normal? how is it not normal? 80 percent of all servers run cp1 or ssaow with nightreg or brenbot or Cloudy, and have new maps....not like terrace, but walls flying and stuff. all of these files will just make the server a normal renegade marathon/aow.

Subject: Re: New Type Of Serv

Posted by [_SSnipe_](#) on Sat, 02 Jun 2007 01:16:42 GMT

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EvilWhiteDragon wrote on Fri, 01 June 2007 14:09Or you could just fucking do something like searching. It's not that hard seriously.

You can start here:

www.google.com

dude i did search but like the stuff kept messing up like the cp2 came with some scripts that were

lower version then the server one is found or something stupid like that and it keep crashing

Subject: Re: New Type Of Serv
Posted by [BlueThen](#) on Sat, 02 Jun 2007 02:25:03 GMT
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Shouldn't this topic be in the fds section or something?

Subject: Re: New Type Of Serv
Posted by [AoBfrost](#) on Sat, 02 Jun 2007 15:30:26 GMT
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Rofl research? cp2 if for client side, the maps are for client use, but can also work on the server, belive me, I have hosted a few in the past, and never have heard of cp2 for fds, only cp1, plus most people use ssaow now because it adds weapon drop and crates, using ssaow wont make your server special and unique, unless you manually mod it and make veyone who plays ren download the mod, or mod script.dll...then make evryone update their scripts...

Subject: Re: New Type Of Serv
Posted by [Cat998](#) on Sun, 03 Jun 2007 00:11:59 GMT
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There is a CP2 version for servers too.
See <http://www.renegadeforums.com/index.php?t=msg&th=18803&start=0&rid=1> 976

Subject: Re: New Type Of Serv
Posted by [Memphis](#) on Mon, 04 Jun 2007 10:53:21 GMT
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If you want a well made modification I can advise you to use Reborn's added defenses modification that he has ported to SSAOW 1.5.

Here is where you can find it:

<http://www.renegadeforums.com/index.php?t=msg&th=24517&start=0&rid=4> 048
