
Subject: Renegade 2007 Community Game

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 00:22:07 GMT

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Hey guys.

Doing anything Sunday afternoon?

If not, Renegade 2007 invites you to the TeamPlay 2007 Community Game. The development crew behind this new-generation mod will be hosting a 100 player server for the event.

Come play with the development crew, and some of Renegade's most skilled team-players from a basket of various clans, communities, and more. All participants will be using Teamspeak, which will boost Renegade's teamwork experience to its maximum.

When: Sunday, July 22nd at 3:00pm EST

Where: [\[NE\] Public Warzone \(193.47.83.105 \)](#) Server will be up on Sunday.

Teamspeak IP: [srv1.aliensexsoftware.co.uk](#)

We will be meeting on Teamspeak 3:00pm EST sharp. From there, when everything is ready, we will jump ingame. For those of you who haven't played Renegade in a while due to lack of teamplay and online skill, this is your chance to see some good Renegades.

Check this thread for details:

<http://ren2007.renbase.com/forums/viewtopic.php?t=359>

Subject: Re: Renegade 2007 Community Game

Posted by [trooprm02](#) on Fri, 20 Jul 2007 01:24:19 GMT

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Its gonna be on WOL I assume, whats the host name gonna be?

Subject: Re: Renegade 2007 Community Game

Posted by [Crimson](#) on Fri, 20 Jul 2007 01:27:18 GMT

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Never mind, I'll be nice.

Subject: Re: Renegade 2007 Community Game

Posted by [Canadacdn](#) on Fri, 20 Jul 2007 03:11:55 GMT

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Anus. I've got to work.

Subject: Re: Renegade 2007 Community Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 04:20:55 GMT
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Crimson wrote on Thu, 19 July 2007 21:27: Never mind, I'll be nice.

Don't worry, I saw your previous message

Subject: Re: Renegade 2007 Community Game
Posted by [Goztow](#) on Fri, 20 Jul 2007 08:48:58 GMT
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100 players? If it ever gets that full (which it won't), I wish you a nice lagfest.

Subject: Re: Renegade 2007 Community Game
Posted by [IronWarrior](#) on Fri, 20 Jul 2007 10:44:41 GMT
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Goztow wrote on Fri, 20 July 2007 01:48: 100 players? If it ever gets that full (which it won't), I wish you a nice lagfest.

Indeed.

Good luck though.

Subject: Re: Renegade 2007 Community Game
Posted by [Ryu](#) on Fri, 20 Jul 2007 11:56:53 GMT
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Goztow wrote on Fri, 20 July 2007 04:48: 100 players? If it ever gets that full (which it won't), I wish you a nice lagfest.

Depends on the hardware on the box and Internet connection.

Subject: Re: Renegade 2007 Community Game
Posted by [OWA](#) on Fri, 20 Jul 2007 12:03:41 GMT
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I may grab a few mates and come crash the party

Subject: Re: Renegade 2007 Community Game
Posted by [EvilWhiteDragon](#) on Fri, 20 Jul 2007 12:38:29 GMT
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Alex wrote on Fri, 20 July 2007 13:56Goztow wrote on Fri, 20 July 2007 04:48100 players? If it ever gets that full (which it won't), I wish you a nice lagfest.

Depends on the hardware on the box and Internet connection.

Well, presuming the server has the usual 100Mbit connection that's not the problem.

CPU probably will be, I estimate you might need a 3ghz C2D to keep it running nicely with 100 players.

Another problem you'll run into would be disk IO. This thatnks to gamelog, it outputs quite a lot, which all needs to be written to the harddisk.

In short, you'll need a high-end server, no older then a couple of months.

Subject: Re: Renegade 2007 Community Game
Posted by [Goztow](#) on Fri, 20 Jul 2007 14:19:48 GMT
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The problem isn't the server, the problem is the client. FPS lag will cause more damage than all the rest.

Subject: Re: Renegade 2007 Community Game
Posted by [EvilWhiteDragon](#) on Fri, 20 Jul 2007 14:48:24 GMT
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That depends on your personal configuration. I'm sure my computer won't give a shit

There are 2 possible lag causes here:

1. server can't take it
 2. Server connection can't take it
-

Subject: Re: Renegade 2007 Community Game
Posted by [Romaner](#) on Fri, 20 Jul 2007 15:42:41 GMT
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Crimson wrote on Thu, 19 July 2007 19:27Never mind, I'll be nice.

lol thats the second time i have seen you post this message in 2 consecutive threads now.

and as far as the event goes if i dont go camping i should be able to make it.

it was fun playing with those NE guys yesterday... eh fobby?

had fun kicking some ass to

Subject: Re: Renegade 2007 Community Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 16:54:34 GMT
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Yeah man those games were kickass.

And I doubt we'll get anywhere near 100 players. The only reason why it'll be set so high is so the server doesn't get full. I've had a lot of problems with events like these, where my friends can't even get into the server.

Subject: Re: Renegade 2007 Community Game
Posted by [Spoony](#) on Fri, 20 Jul 2007 18:37:14 GMT
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I'd probably swing by only it's my birthday and I doubt I'll be around.

gl with it

Subject: Re: Renegade 2007 Community Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 23:00:24 GMT
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Spoony wrote on Fri, 20 July 2007 14:37 I'd probably swing by only it's my birthday and I doubt I'll be around.

gl with it

A LOT of birthdays that day.

Subject: Re: Renegade 2007 Community Game
Posted by [Sn1per74*](#) on Fri, 20 Jul 2007 23:02:44 GMT
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Spoony wrote on Fri, 20 July 2007 13:37 I'd probably swing by only it's my birthday and I doubt I'll be around.

gl with it

I'll see if I can come. I haven't played with most of the people here on the forums, it'll be fun. But,

just out of curiosity, what type of connection do you have?

Subject: Re: Renegade 2007 Community Game
Posted by [EvilWhiteDragon](#) on Fri, 20 Jul 2007 23:10:16 GMT
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What is the time really, I mean, can you tell it in either UCT or CET please? As I can't clearly find what the time difference is.

Subject: Re: Renegade 2007 Community Game
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 20 Jul 2007 23:20:01 GMT
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03:00:00 p.m. Sunday July 22, 2007 in Canada/Eastern converts to
09:00:00 p.m. Sunday July 22, 2007 in CET
