
Subject: New server guide

Posted by [The Elite Officer](#) on Fri, 05 Oct 2007 17:01:41 GMT

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

Hi I am gonna get a server but I know nothing of renegade servers not even the basic stuff. So I was wondering if some people could fill me in on it. Stuff like SSAOW and a bunch of other stuff. Thanks in advance!

Subject: Re: New server guide

Posted by [EA-DamageEverything](#) on Mon, 22 Oct 2007 22:50:00 GMT

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

- 1) read throughout the Renforums
 - 2) use the "search" link
 - 3) download all necessary files
 - 4) configure and start your FDS
-

Subject: Re: New server guide

Posted by [danpaul88](#) on Mon, 22 Oct 2007 23:29:40 GMT

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

Have you looked on the Server Listings recently? There are already way more servers than the community needs, why do you feel the need to clog up the listings with yet another empty server?

Subject: Re: New server guide

Posted by [Goztow](#) on Tue, 23 Oct 2007 06:52:49 GMT

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

danpaul88 wrote on Tue, 23 October 2007 01:29Have you looked on the Server Listings recently? There are already way more servers than the community needs, why do you feel the need to clog up the listings with yet another empty server?

Subject: Re: New server guide

Posted by [Caveman](#) on Tue, 23 Oct 2007 07:16:57 GMT

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

Goztow wrote on Tue, 23 October 2007 07:52danpaul88 wrote on Tue, 23 October 2007 01:29Have you looked on the Server Listings recently? There are already way more servers than the community needs, why do you feel the need to clog up the listings with yet another empty server?

Maybe so but everyone is entitled to there FDS, right? IIRC, theres a guide on renhelp.com but don't hold me to that.

Subject: Re: New server guide
Posted by [danpaul88](#) on Tue, 23 Oct 2007 09:44:37 GMT
[View Forum Message](#) <> [Reply to Message](#)

I know, but I just think that people should actually think about the reasons behind setting up a server that will probably not see more than 5 players a month unless it has an a000000000000000 name. It's a waste of money and effort which could be better spent sponsoring an existing server, or not spent at all.

Too many people seem to come here, see the FDS download, think 'cool, I want a server' and go ahead and set one up without even considering how they intend to actually get anyone into it.

Subject: Re: New server guide
Posted by [Goztow](#) on Tue, 23 Oct 2007 10:40:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Caveman wrote on Tue, 23 October 2007 09:16
Maybe so but everyone is entitled to there FDS, right?
That's the whole problem. In the past, FDS were free cause everyone knew there was always a need for more servers because:
* they were very expensive
* there were a lot of players

Why do u think that for games like BF u now need to pay to get them ladderred (except for the obvious gain in money for EA)?

Everyone has the right to setup a FDS indeed, but people should think it over before doing so.

Subject: Re: New server guide
Posted by [Caveman](#) on Tue, 23 Oct 2007 15:37:58 GMT
[View Forum Message](#) <> [Reply to Message](#)

Goztow wrote on Tue, 23 October 2007 11:40Caveman wrote on Tue, 23 October 2007 09:16
Maybe so but everyone is entitled to there FDS, right?
That's the whole problem. In the past, FDS were free cause everyone knew there was always a need for more servers because:
* they were very expensive
* there were a lot of players

Why do u think that for games like BF u now need to pay to get them ladderred (except for the

obvious gain in money for EA)?

Everyone has the right to setup a FDS indeed, but people should think it over before doing so.

While I agree with you both, I don't personally see a point of people hosting more servers when they clearly aren't going to get traffic. But if thats what they want then who are we to say no? It is there money/resources being used not ours.

Subject: Re: New server guide

Posted by [Goztow](#) on Wed, 24 Oct 2007 06:47:54 GMT

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

Caveman wrote on Tue, 23 October 2007 17:37

While I agree with you both, I don't personally see a point of people hosting more servers when they clearly aren't going to get traffic. But if thats what they want then who are we to say no? It is there money/resources being used not ours.

He could at least have checked the stickies before asking "where can I download ssaow" .

Subject: Re: New server guide

Posted by [Matrixra](#) on Mon, 12 Nov 2007 10:46:50 GMT

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

If I may add my voice to this.....

When we decided to do our server, there was really no point in doing so as there (as already said) are far to many servers for the amount of players out there..

What we did, was make our server a little different. It is as original as it could be. So because of our take on things, we always have a good number of players in the server.

This is a great game, it has stood the test of time!

So if you want to make your own server think USP! (Unique Selling Point) And people will come if it is good!

Matrixra
RedArmyGaming.com
