
Subject: The Goz kill

Posted by [Goztow](#) on Mon, 28 Apr 2008 20:23:27 GMT

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1. Loose your war factory on Snow
2. Defend for 10 mins until the other team gets bored and starts to snipe a lot
3. Get half your team with you, go ion the ped
4. Mega kill + win

GG

Edit: before u ask -->

NUR = Net Update Rate, AVGNUR= Average Net Update Rate. MFT = something with maximum frame. They help to debug possible lag causes.

Subject: Re: The Goz kill

Posted by [Wiener](#) on Mon, 28 Apr 2008 20:26:18 GMT

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Where I come from, we call pedder LAMERZ ... he did that about 3 times during last 2 weeks f-cws. Shame on you...Goz

.
. .
. .
. .
. .

was ok though as long as I was with him in one team

Subject: Re: The Goz kill

Posted by [TD](#) on Mon, 28 Apr 2008 22:37:19 GMT

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Caught.

Subject: Re: The Goz kill

Posted by [bisen11](#) on Tue, 29 Apr 2008 03:47:15 GMT

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Goztow wrote on Mon, 28 April 2008 16:23

Edit: before u ask -->

NUR = Net Update Rate, AVGNUR= Average Net Update Rate. MFT = something with maximum frame. They help to debug possible lag causes.

What's the command to display those?

Subject: Re: The Goz kill

Posted by [Goztow](#) on Tue, 29 Apr 2008 06:16:47 GMT

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bisen11 wrote on Tue, 29 April 2008 05:47Goztow wrote on Mon, 28 April 2008 16:23

Edit: before u ask -->

NUR = Net Update Rate, AVGNUR= Average Net Update Rate. MFT = something with maximum frame. They help to debug possible lag causes.

What's the command to display those?

It's not a command, it's a BlackIntel dll that hasn't been released so far. The dll also contains a beta fix for some lag factors, like the annoying vehicle bug where you're shooting your infantry weapon while being in the vehicle.

Subject: Re: The Goz kill

Posted by [Jamie or NuneGa](#) on Tue, 29 Apr 2008 08:23:41 GMT

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shooting through walls with a pistol... and rapid firing...

Subject: Re: The Goz kill

Posted by [JPNOD](#) on Tue, 29 Apr 2008 10:44:05 GMT

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Goztow wrote on Mon, 28 April 2008 16:23

1. Loose your war factory on Snow
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m-m-m m-o-n-s-t-e-r kill!!

Subject: Re: The Goz kill

Posted by [Herr Surth](#) on Tue, 29 Apr 2008 10:56:31 GMT

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TD wrote on Mon, 28 April 2008 17:37: Caught.
FRGH, I suppose.

Subject: Re: The Goz kill

Posted by [GEORGE ZIMMER](#) on Tue, 29 Apr 2008 12:02:32 GMT

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OMFG HOW DARE U BEECON! CHEEEETS!

On a serious note: Nice kill, Goztow.

Subject: Re: The Goz kill

Posted by [Starbuzz](#) on Fri, 09 May 2008 15:18:39 GMT

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Nice kills, Gozy.

I waited this long to post something useful here because I was searching for a precious screenshot from WAY BACK in my Renegade n00by days.

And I found it too...this happened a year or so ago when I was playing mostly in the EKT marathon.

So Nod rushes with 2 fully loaded APC'S right after a similar previous rush just moments ago...they re-rushed quickly because the previous rush killed off all the mines. But my buddy DT-GEAK temporarily threw Remotes everywhere inside the AGT.

It payed off pretty well, hehe...

Subject: Re: The Goz kill

Posted by [Goztow](#) on Fri, 09 May 2008 16:23:41 GMT

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Heh, nice kill as well! Couple morep layers on that server, though .

Subject: Re: The Goz kill

Posted by [CarrierII](#) on Fri, 09 May 2008 18:00:08 GMT

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Ok, so far the single biggest kill in a row (proven with a SS) is 7.

Challengers please!

Subject: Re: The Goz kill

Posted by [Scrin](#) on Fri, 09 May 2008 18:06:17 GMT

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CarrierII wrote on Fri, 09 May 2008 13:00Ok, so far the single biggest kill in a row (proven with a SS) is 7.

Challengers please!

Imao?

i have 5 diffirent screenshots of uberkillZ...

p.s. i need that sweet BlacIntell .dll

Subject: Re: The Goz kill

Posted by [Starbuzz](#) on Fri, 09 May 2008 18:20:43 GMT

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If you killed all those guys (in a row) then why is it interrupted with the Host message? Correct me if I am wrong but isn't a chain kill like a single event? The kill messages should not have any interruptions, no?

If that is true then Scrin is tied with Gozy for chain-kills 6:6

Subject: Re: The Goz kill

Posted by [GEORGE ZIMMER](#) on Fri, 09 May 2008 18:29:18 GMT

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Holy shit, it must be REALLY hard to shoot GDI when they're BRIGHT FUCKING PINK AND ABLE TO BE SEEN ALL THE WAY ACROSS THE MAP.

Subject: Re: The Goz kill
Posted by [Goztow](#) on Fri, 09 May 2008 18:47:08 GMT
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Cabal8616 wrote on Fri, 09 May 2008 20:29 Holy shit, it must be REALLY hard to shoot GDI when they're BRIGHT FUCKING PINK AND ABLE TO BE SEEN ALL THE WAY ACROSS THE MAP.

And it's ugly. Nice kill though.

Subject: Re: The Goz kill
Posted by [Carrierll](#) on Fri, 09 May 2008 18:50:52 GMT
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Yeah, looks like 6 Kills then splash damage (taking time) if it was the art firing.

Subject: Re: The Goz kill
Posted by [sadukar09](#) on Sat, 10 May 2008 00:17:28 GMT
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I see extremely bright SBH skin.

Subject: Re: The Goz kill
Posted by [bisen11](#) on Sun, 11 May 2008 01:38:56 GMT
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sadukar09 wrote on Fri, 09 May 2008 20:17 I see extremely bright SBH skin.

Ofcourse you do, how else would n00bs be able to compete with pros?

Subject: Re: The Goz kill
Posted by [Veyrdite](#) on Sun, 11 May 2008 03:42:45 GMT
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bisen11 wrote on Sun, 11 May 2008 11:38 sadukar09 wrote on Fri, 09 May 2008 20:17 I see extremely bright SBH skin.

Ofcourse you do, how else would n00bs be able to compete with pros?
Lolled

Looks like he just renamed some of the standard textures.

Subject: Re: The Goz kill
Posted by [mrpirate](#) on Mon, 12 May 2008 19:40:43 GMT
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Subject: Re: The Goz kill
Posted by [Starbuzz](#) on Mon, 12 May 2008 19:51:12 GMT
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WOW...nice! 14 kills

Subject: Re: The Goz kill
Posted by [trooprm02](#) on Tue, 13 May 2008 19:50:44 GMT
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wtttttttttttttttttttt, killed entire team but 5 people...im guessing ion? How can't 14 people on 1 ion rep it up?

Subject: Re: The Goz kill
Posted by [Goztow](#) on Tue, 13 May 2008 20:07:57 GMT
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Could be c4 ofcourse. Or photoshop .

Nice kill there .

Subject: Re: The Goz kill
Posted by [Jamie or NuneGa](#) on Tue, 13 May 2008 21:40:05 GMT
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Subject: Re: The Goz kill
Posted by [sadukar09](#) on Tue, 13 May 2008 21:48:35 GMT
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trooprm02 wrote on Tue, 13 May 2008 14:50wtttttttttttttttttttt, killed entire team but 5 people...im guessing ion? How can't 14 people on 1 ion rep it up?
Oh look, you are back.

Subject: Re: The Goz kill
Posted by [mrpirate](#) on Tue, 13 May 2008 21:52:16 GMT
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Goztow wrote on Tue, 13 May 2008 16:07: Could be c4 ofcourse. Or photoshop .

Nice kill there .

That shot is fucking old... from 2002. Dunno if anyone remembers but there used to be a bug where if you were falling through the map and tossed your timed C4 it would do 400 damage to everything when it blew up. It was really rare and I used that screenshot to write a n00bstory which began with "Until today, I did not believe that it was possible to cheat in Renegade..." (haha) Crimson later explained that it was just a bug.

Subject: Re: The Goz kill
Posted by [Muad Dib15](#) on Wed, 14 May 2008 01:41:41 GMT
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troopm02 wrote on Tue, 13 May 2008 14:50: wtttttttttttttttttttt, killed entire team but 5 people...im guessing ion? How can't 14 people on 1 ion rep it up?

Hi troopm02.

The sbh skins are for Nod...

Subject: Re: The Goz kill
Posted by [Carrierll](#) on Wed, 14 May 2008 15:08:51 GMT
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*Insert meaningful reply to the topic here, something like:
Wow, 14 kills. What a silly bug!

Do you think he got the point?

Subject: Re: The Goz kill
Posted by [MiLeNCoL](#) on Thu, 15 May 2008 20:12:27 GMT
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[quote title=Goztow wrote on Mon, 28 April 2008 15:23
NUR = Net Update Rate, AVGNUR= Average Net Update Rate. MFT = something with maximum frame. They help to debug possible lag causes.]/quote]

fookin hell pat
