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Subject: C&C Ren Community

Posted by [impulseg](#) on Sun, 06 Jul 2008 04:15:11 GMT

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Hey all,

I'm just scouting old game titles to add to our support list. Is this community/game still active?  
This forum certainly is, lol.

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Subject: Re: C&C Ren Community

Posted by [BlueThen](#) on Sun, 06 Jul 2008 04:30:47 GMT

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Not dead yet.

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Subject: Re: C&C Ren Community

Posted by [Veyrdite](#) on Sun, 06 Jul 2008 05:08:23 GMT

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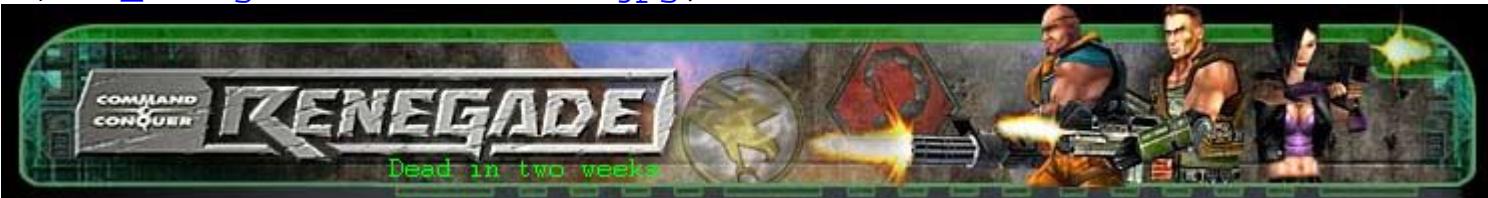
Definitely not dead yet!

Didn't you read the sign? We'll officially dead in two weeks! Wait until then!

---

#### File Attachments

1) [RF\\_RenegadeForumsBanner.jpg](#), downloaded 914 times



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Subject: Re: C&C Ren Community

Posted by [Starbuzzz](#) on Sun, 06 Jul 2008 05:13:39 GMT

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impulseg wrote on Sat, 05 July 2008 23:15Hey all,

I'm just scouting old game titles to add to our support list. Is this community/game still active?  
This forum certainly is, lol.

---

haha...some games cannot die. Ususally these games have 1 or 2 (or more) tasty features that a player can never get enough off. Games that have these never die.

You can also add this site into your list for another pwnage game Delta Force 2:  
[www.thegoodoldays.com](http://www.thegoodoldays.com)

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**Subject: Re: C&C Ren Community**  
Posted by [impulseg](#) on Sun, 06 Jul 2008 05:40:25 GMT  
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LOL, I like this community already.

Dthdealer wrote on Sun, 06 July 2008 00:08 Definitely not dead ye!  
Didn't you read the sign? We'll officially dead in two weeks! Wait until then!

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**Subject: Re: C&C Ren Community**  
Posted by [BlueThen](#) on Sun, 06 Jul 2008 06:15:28 GMT  
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impulseg wrote on Sun, 06 July 2008 00:40 LOL, I like this community already.

Dthdealer wrote on Sun, 06 July 2008 00:08 Definitely not dead ye!  
Didn't you read the sign? We'll officially dead in two weeks! Wait until then!

You haven't seen the drama yet.

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**Subject: Re: C&C Ren Community**  
Posted by [liquidv2](#) on Sun, 06 Jul 2008 07:09:55 GMT  
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stay out of the Spam section if you want to see the better side of this place

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Subject: Re: C&C Ren Community  
Posted by [Veyrdite](#) on Sun, 06 Jul 2008 08:33:42 GMT  
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liquidv2 wrote on Sun, 06 July 2008 17:09stay out of the Spam section if you want to see the better side of this place  
And the hot topic section.

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Subject: Re: C&C Ren Community  
Posted by [CarrierII](#) on Sun, 06 Jul 2008 09:35:07 GMT  
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In fact, stay out of this forum.

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Subject: Re: C&C Ren Community  
Posted by [Goztow](#) on Sun, 06 Jul 2008 10:23:03 GMT  
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It's certainly not dead. However, we so don't need extra servers!

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Subject: Re: C&C Ren Community  
Posted by [TD](#) on Sun, 06 Jul 2008 11:47:00 GMT  
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Renegade is good shit

---

Subject: Re: C&C Ren Community  
Posted by [Veyrdite](#) on Mon, 07 Jul 2008 03:46:08 GMT  
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Goztow wrote on Sun, 06 July 2008 20:23It's certainly not dead. However, we so don't need extra servers!  
We don't need extra servers, we need higher band-width servers.

---

Subject: Re: C&C Ren Community  
Posted by [HeavyX101- Left](#) on Mon, 07 Jul 2008 04:44:06 GMT  
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Goztow wrote on Sun, 06 July 2008 06:23It's certainly not dead. However, we really need epic mods for the game!

---

Fixed!

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**Subject: Re: C&C Ren Community**  
Posted by [Veyrdite](#) on Mon, 07 Jul 2008 06:10:48 GMT  
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HeavyX101 wrote on Mon, 07 July 2008 14:44Goztow wrote on Sun, 06 July 2008 06:23It's certainly not dead. However, we really need epic mods for the game!

Fixed!

---

Ctrl+7

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**Subject: Re: C&C Ren Community**  
Posted by [Goztow](#) on Mon, 07 Jul 2008 08:06:01 GMT  
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If you mean released epic mods... then maybe .

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**Subject: Re: C&C Ren Community**  
Posted by [IronWarrior](#) on Mon, 07 Jul 2008 15:06:04 GMT  
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Renegade will never die.

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**Subject: Re: C&C Ren Community**  
Posted by [Jamie or NuneGa](#) on Mon, 07 Jul 2008 15:49:00 GMT  
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Agreed.

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**Subject: Re: C&C Ren Community**  
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 07 Jul 2008 16:04:39 GMT  
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IronWarrior wrote on Mon, 07 July 2008 11:06Renegade will never die.

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**Subject: Re: C&C Ren Community**

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Posted by [HeavyX101- Left](#) on Mon, 07 Jul 2008 16:44:05 GMT

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[NEFobby[GEN] wrote on Mon, 07 July 2008 12:04]IronWarrior wrote on Mon, 07 July 2008 11:06Renegade will never die.

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Subject: Re: C&C Ren Community

Posted by [Starbuzzz](#) on Mon, 07 Jul 2008 17:41:19 GMT

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HeavyX101 wrote on Mon, 07 July 2008 12:44[NEFobby[GEN] wrote on Mon, 07 July 2008 12:04]IronWarrior wrote on Mon, 07 July 2008 11:06Renegade will never die.

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Subject: Re: C&C Ren Community

Posted by [Lone0001](#) on Mon, 07 Jul 2008 20:56:45 GMT

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pawkyfox wrote on Mon, 07 July 2008 13:41HeavyX101 wrote on Mon, 07 July 2008 12:44[NEFobby[GEN] wrote on Mon, 07 July 2008 12:04]IronWarrior wrote on Mon, 07 July 2008 11:06Renegade will never die.

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Subject: Re: C&C Ren Community

Posted by [Zion](#) on Mon, 07 Jul 2008 23:10:47 GMT

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C'mon guys, don't quote spam, for once?

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Subject: Re: C&C Ren Community

Posted by [u6795](#) on Mon, 07 Jul 2008 23:48:13 GMT

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Zion Fox wrote on Mon, 07 July 2008 19:10C'mon guys, don't quote spam, for once?

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Subject: Re: C&C Ren Community

Posted by [MiLeNCoL](#) on Tue, 08 Jul 2008 01:15:46 GMT

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{SB}Lone0001 wrote on Mon, 07 July 2008 15:56pawkyfox wrote on Mon, 07 July 2008 13:41HeavyX101 wrote on Mon, 07 July 2008 12:44[NEFobby[GEN] wrote on Mon, 07 July 2008 12:04]IronWarrior wrote on Mon, 07 July 2008 11:06Renegade will never die.

renegade is best game

---

Subject: Re: C&C Ren Community

Posted by [HeavyX101- Left](#) on Tue, 08 Jul 2008 02:24:09 GMT

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What i like about renegade that is it really easy to make a mod for it. Unlike UT3. I tried to make a little mod for UT3, but it was way way way hard.

---

Subject: Re: C&C Ren Community

Posted by [Veyrdite](#) on Tue, 08 Jul 2008 02:44:48 GMT

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MiLeNCoL wrote on Tue, 08 July 2008 11:15{SB}Lone0001 wrote on Mon, 07 July 2008 15:56pawkyfox wrote on Mon, 07 July 2008 13:41HeavyX101 wrote on Mon, 07 July 2008 12:44[NEFobby[GEN] wrote on Mon, 07 July 2008 12:04]IronWarrior wrote on Mon, 07 July 2008 11:06Renegade will never die.

renegade is best game

Never underestimate the power of the W3D engine.

---

Subject: Re: C&C Ren Community

Posted by [EvilWhiteDragon](#) on Tue, 08 Jul 2008 22:39:16 GMT

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Dthdealer wrote on Mon, 07 July 2008 05:46Goztow wrote on Sun, 06 July 2008 20:23It's certainly not dead. However, we so don't need extra servers!

---

We don't need extra servers, we need higher band-width servers.  
No, bandwidth is fine, it's just that you live more or less in the middle of nowhere. Specially if you look at where most servers are based. That is the USA, and then there are some that are Euro based.

Oh and to the topicstarter, please don't go and host more Renegade servers. Yes it is a great game, but if you look at the serverlistings (HERE FOR EXAMPLE) then you would notice that most servers are empty anyway.

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**Subject: Re: C&C Ren Community**  
Posted by [Lone0001](#) on Wed, 09 Jul 2008 00:52:41 GMT  
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I think we need more servers hosted on a dedicated server(or hosted on a server with good hardware) tbh a lot of servers have SFPS problems, ping is no problem though.

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**Subject: Re: C&C Ren Community**  
Posted by [Goztow](#) on Wed, 09 Jul 2008 07:30:00 GMT  
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Servers with over 50 players will always have SFPS problems. It's nearly impossible to not have them with the amount of CPU and Ram the Ren FDS needs.

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**Subject: Re: C&C Ren Community**  
Posted by [thrash300](#) on Fri, 11 Jul 2008 04:16:28 GMT  
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impulseg wrote on Sun, 06 July 2008 00:40LOL, I like this community already.

Dthdealer wrote on Sun, 06 July 2008 00:08Definitely not dead ye!  
Didn't you read the sign? We'll officially dead in two weeks! Wait until then!

---

I Don't Like you already I think.

---

---

**Subject: Re: C&C Ren Community**  
Posted by [HeavyX101- Left](#) on Fri, 11 Jul 2008 04:17:50 GMT  
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thrash300 wrote on Fri, 11 July 2008 00:16impulseg wrote on Sun, 06 July 2008 00:40LOL, I like this community already.

Dthdealer wrote on Sun, 06 July 2008 00:08Definitely not dead ye!  
Didn't you read the sign? We'll officially dead in two weeks! Wait until then!

I Don't Like You already I think.  
Why would you say such a thing?

---

---

**Subject: Re: C&C Ren Community**  
Posted by [thrash300](#) on Fri, 11 Jul 2008 04:19:42 GMT  
[View Forum Message](#) <> [Reply to Message](#)

HeavyX101 wrote on Thu, 10 July 2008 23:17thrash300 wrote on Fri, 11 July 2008 00:16impulseg wrote on Sun, 06 July 2008 00:40LOL, I like this community already.

Dthdealer wrote on Sun, 06 July 2008 00:08Definitely not dead ye!  
Didn't you read the sign? We'll officially dead in two weeks! Wait until then!

I Don't Like You already I think.  
Why would you say such a thing?

I Know Im so terrible huh I think?.

---

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**Subject: Re: C&C Ren Community**  
Posted by [impulseg](#) on Fri, 11 Jul 2008 06:06:49 GMT  
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Goztow wrote on Wed, 09 July 2008 02:30Servers with over 50 players will always have SFPS problems. It's nearly impossible to not have them with the amount of CPU and Ram the Ren FDS needs.

No way it could be worst then TF2 or 100 Tick CSS servers. I'm going to throw up a Renegade server tomorrow on some of our 8 Core systems and see what kind of usage these servers run.

As for hosting, I see the empty server count is extremely high, so probably not a market I want to get into unless these servers are being home hosted or hosted on ancient hardware.

As for the community, you seem extremely active and passionate about this game.

I'll post a test ip when I get a server up.

---

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Subject: Re: C&C Ren Community

Posted by [Goztow](#) on Fri, 11 Jul 2008 06:56:31 GMT

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Thing is: do you have Windows systems, then? Most of us host on Windows, 'cause the Linux FDS was never finished to show on the in-game online listing; it only works on gamespy.

And good luck getting any players to your server for your test :-S. Maybe Crimson could post some info on cpu and RAM usage on the n00bstories server?

Edit: you should grab the game somewhere, it would only cost you around 10 \$. Try it out and you'll note why this community is still full of it after 6 years since the game got released. I've been playing it nearly daily myself since 2004.

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