Subject: Degradation of renegade?
Posted by wolfmyth on Sun, 20 Jul 2008 17:02:48 GMT
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So, I ended up coming back after over a year, to a game that I have played since the very beginnings. I used to know the in's and out's, so I thought.

It seems but that the rules have been changed, a lot, and mods seem to possibly abuse their powers whenever they can nowdays, sadly.

Here's my story.

I was playing on jelly-server on canyon i think (forgot the name of the map, been back just a few days, bad long term mem) and was near the top of nod, team player as I am, repairing tanks and buildings all the time. I team donated 23k to hopefully help our cause(all my money). Somewhere down the line I get sick of defending and want to contribute on the offensive side. I start getting SBH and nukes and run along a team of our sbh.I separate from the team to lure away a havoc and engine, I get killed, meh happens. A few minutes later I hear the noise of someone having placed a nuke. I think that my comrads have got through.

I buy my own nuke again and go to place it this time in our base. I want to spread chaos on GDI. This is a VERY known strategy....and it helps make the opponent think there's more nukes in their base and scares and causes confusion and spreads fear..... what happens next is something I've never seen in my whole time of playing Renegade.

It seems the opposing teams moderator didn't like me placing that nuke for whatever reason and he disarms it via a command. I think to myself firstly, wtf? Why was my nuke disarmed. I think that the mod is on nod also but I don't understand the cause of removing the nuke. There was no nuke-spam as we sometimes see at the end of a round going on. This is a marathon and both teams still have their main buildings up.....I get the message from sgtass64 (mod) telling me that if I do that again I will be kicked......Now I'm really confused.

What have I done wrong (how did he know I placed a nuke when hes on GDI? [of course I know how, but was placing a nuke enough justification to "spy" on the whole team?]) It's a offense to place a nuke now (outside of the obvious endgame beacon spam)? Its at this point I start to suspect the obvious foul play. I tell the mod back in private message that it was the _first_ nuke I have placed and that I think he abused his power(obviously). I tell him what I did is a common strategy, I start to consider the mods expertise in such a vastly complex game of C&C. I get the reply back to shut up of I'll be kicked. Well as anyone would of done, I say I'm sorry but I tell him he overused his powers. I get a kick....

So, what I want to know is what have I done that was so wrong?
Is is because I was more skilled, having played this game for a long time before, and used tactics the mod didn't liked? Is there some new rule that takes away strategy from this game?
Is it because I placed a distracting nuke and stood up for my tactics the mod went overboard?

Has renegade truly turned into a sissy game of mod abusers? Has any tactics and skill/smart play died out?

True Renegade players will understand what I mean by demoralizing the opponent and using tactics to help win (within normal rules). We used to do it all the time. A diversion here, a diversion there. Placing a nuke to make every GDI scramble, leave their posts and chaotically search for a nuke(this allows more SBH to infiltrate the base as patrol posts have been abandoned).Attacking one building before quickly switching to another(getting all engines to repair said building by EVA). Sneaking into the bases, knowing terrain, guard towers and map layouts, knowing how and when to go, what to do...... it was all part of this game. This is _not_ bf2 where all you need is to capture some pointless flag. Buildings play a role and so does strategy. The smart player does distractions, but is playing too well nowadays a kick able offense?

In that case I must say that C&C: Renegade has stooped to a all time low, sadly.

Is this type of mod abusive behavior in all other servers? Are mods while playing getting an overview of the whole map and know where everyone is and using this to their teams advantage? Abusing their powers whenever they can and dare you not question them?

If this is what this once awesome game has degraded to, please tell me now. I would rather stop playing again and preserve the memory of how C&C:R use to be played, and how teamwork, effort and strategy was all part of it.

Subject: Re: Degradation of renegade?
Posted by LR01 on Sun, 20 Jul 2008 17:22:44 GMT
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never heard anything like that, pretty ...

Subject: Re: Degradation of renegade?
Posted by Aircraftkiller on Sun, 20 Jul 2008 17:28:30 GMT
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I think the answer is that you kept pushing the issue and didn't shut up when you were asked to. I know you think you have a right to play on a server and that you're the leet old school gosu, but you're not. You don't have to agree with what they do on their server, but the keyword here is "their server" which inherently means "not yours".

You don't go into someone else's home and just do whatever you want, do you? My suggestion to you is to listen next time and don't come here to whine about how you were "mistreated" by some idiot moderating a game server for a dead game.

Subject: Re: Degradation of renegade?
Posted by cmatt42 on Sun, 20 Jul 2008 17:35:26 GMT
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Yeah, it's ridiculous how anal certain mods and admins have become over beacons. I think they

were so tired of how annoying the placement noise was and could be abused, they only allow them to be placed in a certain way.

I've essentially had the same thing happen to me, and it's completely irrational of them to interfere in that way. Do your job and keep the players in line and get rid of cheaters, but let the ones who want to play, play.

Just do what I did, find another server (though the same thing might happen to you there).

Subject: Re: Degradation of renegade?
Posted by Goztow on Sun, 20 Jul 2008 17:45:02 GMT
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There have always been moderators that had their own specific way of seeing things with whom most people might not agree. This isn't something new. Try another server or try bringing it to the jelly server forums.

Subject: Re: Degradation of renegade?
Posted by HeavyX101- Left on Sun, 20 Jul 2008 17:48:46 GMT
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I stopped playing on that server. Those mods should not use the disarm command.
This is what happened to me.
I got a nuke and a sbh, and i was going to the gdi base (Walls_Flying)
I placed the beacon on a hidden place in GDI Power Plant. After 7 seconds, a mod disarmed my beacon. I was really pissed. Then i left. That was mean

There is a Storm server, join that one it is fun.
But they serial banned me

Subject: Re: Degradation of renegade?
Posted by Canadacdn on Sun, 20 Jul 2008 17:56:19 GMT
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Maybe this post would have been more effective if, I don't know.... you posted it on the Jelly-Server forums and had logs and maybe screenshots to back up your story?

Subject: Re: Degradation of renegade?
Posted by Muad Dib15 on Sun, 20 Jul 2008 18:06:11 GMT
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NOOBLESS FTW!!!

Subject: Re: Degradation of renegade?
Posted by u6795 on Sun, 20 Jul 2008 18:11:56 GMT
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You guys all have it wrong. Sgtass has been banned like 80 times from EKTRPG because he's a tremendous dickweed. He glitch abused and disobeyed mods IIRC so it's just to be expected that he's retarded.

Don't feel bad about the kick, man. I don't know how an idiot like sgtass became a moderator on that server, but hopefully he'll lose it soon.

Seriously though, don't start thinking that just because some retarded mod kicked you the whole game has gone down the shitter. There are plenty of amazing servers on Renegade still, some with lame mods but most of them are tolerable.

Your tactic was good, too. Sgtass is just a fag. Go play some more Renegade.

Edit @ACK: For starters, this game is definitely not dead seeing as how there's on average a few hundred people still playing this game at all times. Secondly, you're right, he might have pushed the issue too much but if you're in someone else's house, and they're treating you badly, I think you're well within your rights to say something about it.

Subject: Re: Degradation of renegade?
Posted by R315r4z0r on Sun, 20 Jul 2008 18:16:50 GMT
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Probably some sort of server side script that alerts mods of beacons that aren't placed in the base.

It 'could' be used as a strategy, but it barely does anything to place nukes in your own base.

Kicking you, however, I think is a bit overboard and I don't think you should play on the server, but the beacon situation I can understand.

Rules should be enforced in the context that they were made. For example, if there was a rule against lets say refilling in combat, you shouldn't get in trouble for simply refilling when not in combat.

To put it in the context of your situation, that no beacons in base rule was probably to avoid confusion and annoyance for other people in the server (on both teams), but in the context of which you used it should not of broken the rule. But then again I don't know the exact rule, so I wouldn't know.

Just find a different server... or find a Renegade total conversion mod.

Subject: Re: Degradation of renegade?
Posted by wolfmyth on Sun, 20 Jul 2008 18:27:00 GMT

Aircraftkiller wrote on Sun, 20 July 2008 12:28I think the answer is that you kept pushing the issue and didn't shut up when you were asked to. I know you think you have a right to play on a server and that you're the leet old school gosu, but you're not. You don't have to agree with what they do on their server, but the keyword here is "their server" which inherently means "not yours".

Hmm, you are right partially AK.

I didn't just leave the issues alone, but would you have? I _know_ you would not have.

This isn't just a game of UT where I kill you, you kill me and anything around the point doesn't matter. Strategy gets involved a _lot_. The mod forbids you to play out the game as it has been made, you don't just never use an ability again...forbidden to place a nuke(first time I've heard of it)? What game of renegade is that? What happens when the next mod forbids another feature of renegade? Soon we will be playing a game of deathmatch instead of what was made.

Aircraftkiller wrote on Sun, 20 July 2008 12:28
You don't go into someone else's home and just do whatever you want, do you? My suggestion to you is to listen next time and don't come here to whine about how you were "mistreated" by some idiot moderating a game server for a dead game.

While you don't go into someone else home uninvited, if they have a sign welcoming all, only to abuse the people once inside (by an individual and not a representative of the whole server) off course others are going to speak up and not take it.

This is not a "private" server. If that was the case there would be a stern message in the description and also a password lock.

The people who play on it contribute to the overall health. It's perfectly fine you consider what I have said as a whine, I'm not taking that against you but mainly I just wanted to know if the community with servers has degraded to this all new rule of only placing beacons next to enemy structures or be kicked rule(thankfully it seems it has not). Frankly I consider it as mod abuse, not only disarming my nuke but also knowing where it was placed...

You might consider this game dead, but its more alive actually from the looks to UT3.

I'm grateful for other responses confirming what seems to be a rule misjudgment in regards to a single person then a new common server rule.

Subject: Re: Degradation of renegade?
Posted by wolfmyth on Sun, 20 Jul 2008 18:39:19 GMT

R315r4z0r wrote on Sun, 20 July 2008 13:16
It 'could' be used as a strategy, but it barely does anything to place nukes in your own base.

I think it actually does a lot from my own view. I know that whenever I hear a nuke/ion has been placed I get all tight, leave the spot I was at(I'm usually a hottie playing defense/base support so I know it's my role to protect/defend the base) and start to run around the base looking for it. If I hear another beacon placed, it means that the places I have checked before and regarded as safe, are no longer and I need to recheck, thus wasting valuable time(mainly having to go check barr/hon again as a must). I guess playing most of my time as a defender has tought me to respect and fear beacons. That is why I go to place/distract them sometimes from my own base, it actually works sometimes and that's all that counts.

Subject: Re: Degradation of renegade?
Posted by R315r4z0r on Sun, 20 Jul 2008 18:45:55 GMT
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Sorry, I meant to say barely does anything *anymore*

Sure it can maybe distract your opponent for a few seconds, but lots of servers find that the announcements are annoying and people on both teams start complaining.

I understand exactly where you were coming from when planting the beacon, but people that play Renegade are, by default, very angry people. Lol.

Subject: Re: Degradation of renegade?
Posted by Starbuzzz on Sun, 20 Jul 2008 18:48:40 GMT
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This is not just in jelly but elsewhere too. In St0rm, you get warning 3 warnings for placing any beacon that DOES NOT kill a building! I hate that rule but hey, it's their server and you play by the rules.

I am not sure where the top Renegade players stand on this issue but I think this is like the case of the pointwhoring article Spoony wrote on Renegadewiki. Like the term "pointwhoring"...the term "beacon spamming" has somehow wormed it's cancerous way into current Renegade server owners minds. Same with "hill camping" and any sort of "camping" in general.

It's funny how you are accused of being "campers" DURING a rush while you are technically defending!

As for the beacons, I don't think they are a great tactic (1000 credits for a diversion is not my style) but hey, fake beacons, defensive beacons...effective or not, they add to the experience.

But it's the server owners choice. It's slightly sad they get annoyed by beacon and have set up this rule for their own convenience but it all comes down to "their server."

But I fully understand what you are saying, wolf.

Subject: Re: Degradation of renegade?
Posted by nikki6ixx on Sun, 20 Jul 2008 18:57:30 GMT
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You might have had a strategy, but 95% of the other morons who plant beacons in their own base don't.

Plus, servers often have rules on their website, and would state if planting a beacon within your own base is fine or not.

Subject: Re: Degradation of renegade?
Posted by jnz on Sun, 20 Jul 2008 20:03:59 GMT
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jelly server was allowing cheaters last time i played there. Play somewhere else.

Subject: Re: Degradation of renegade?
Posted by NukeIt15 on Sun, 20 Jul 2008 21:16:57 GMT
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Everyone else pretty much has it pinned- no matter how silly the rules may seem, they are the rules. If the mod/admin who enforces them is a dick about it, go ahead and report them... but don't bother fighting it, just find another server to play in. Rules that restrict certain tactics are far from uncommon- because those tactics are frequently abused when allowed at all.

Decoy beacons can be useful, even helpful, but almost everyone who uses them also overuses them. Only the first one or- rarely- two are ever really effective; after that the other team wises up and spreads out their defense so that they can check their buildings quicker. Trouble is, when someone sees a tactic have an effect on the other side, they tend to keep doing it even when it stops working... then you have somebody (or several people) planting beacon after beacon and it becomes more annoying than helpful. At that point, a polite "cease and desist" would be entirely appropriate- there's even an admin command that disallows beacons to specific players for exactly that purpose (and a similar one for timed C4 spam).

Of course, there are also morons who'll just buy beacons and plant them in the base to be asses, and they deserve to be kicked. That was common enough at one point that the use of decoy beacons in general became 'tainted' by the tactic and a lot of people view anyone who uses beacons defensively as a beacon spammer.

Also, though you might not remember, there used to be an exploit whereby someone could plant a beacon then leave the server- the beacon would then switch to the "neutral" team and destroy the structure it was planted by, thus allowing friendly fire even in servers that had the FF option disabled. A lot of players still look down on friendly beacon planting because of that, even though the exploit was plugged years ago.

Subject: Re: Degradation of renegade?
Posted by BlueThen on Sun, 20 Jul 2008 21:18:42 GMT
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RoShamBo wrote on Sun, 20 July 2008 15:03jelly server was allowing cheaters last time i played there. Play somewhere else.
No, they banned me for flying hacks. How'd they find out!?

Subject: Re: Degradation of renegade?
Posted by nope.avi on Sun, 20 Jul 2008 22:17:07 GMT
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u6795 wrote on Sun, 20 July 2008 14:11You guys all have it wrong. Sgtass has been banned like 80 times from EKTRPG because he's a tremendous dickweed. He glitch abused and disobeyed mods IIRC so it's just to be expected that he's retarded.

Don't feel bad about the kick, man. I don't know how an idiot like sgtass became a moderator on that server, but hopefully he'll lose it soon.

Seriously though, don't start thinking that just because some retarded mod kicked you the whole game has gone down the shitter. There are plenty of amazing servers on Renegade still, some with lame mods but most of them are tolerable.

Your tactic was good, too. Sgtass is just a fag. Go play some more Renegade.

Edit @ACK: For starters, this game is definitely not dead seeing as how there's on average a few hundred people still playing this game at all times. Secondly, you're right, he might have pushed the issue too much but if you're in someone else's house, and they're treating you badly, I think you're well within your rights to say something about it.
There are two sgtass's, one is the father(sgtass64 aka the mod) and the other is the son (sgtass96) who is the one presumably banned on ektrpg.

Subject: Re: Degradation of renegade?
Posted by DrasticDR on Mon, 21 Jul 2008 01:07:11 GMT
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from jelly

Quote:Beacon Spamming

This is when you just plant pointless beacons in your own base, two reasons it isn't allowed.

1. If the opposing team places a beacon in your base, locating is made harder as your own team could be confused by the beacon you placed in your own base.

2. Sometimes towards the end of the game we seem to a get craze of placing beacons just to waste cash, or generally to try and annoy the other players.

Beacon spamming will get you kicked if you are caught, we have a script which shows when beacons are placed, and who placed them.

Subject: Re: Degradation of renegade?
Posted by Rocko on Mon, 21 Jul 2008 04:23:38 GMT
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RoShamBo wrote on Sun, 20 July 2008 15:03jelly server was allowing cheaters last time i played there. Play somewhere else.
lol that sounds so retarded, nowhere would allow cheating

also lol@ wolf wanting to spread "fear"

Subject: Re: Degradation of renegade?
Posted by liquidv2 on Mon, 21 Jul 2008 05:12:54 GMT
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it's possible that throughout that game other people were placing fake beacons and it was starting to annoy players
though it was your first it may not have been the first so he could have assumed you had planted others, and judging by the average modern day renegade player it's a reasonable assumption

he was playing and didn't have the time to check whether or not you were the one laying them all

Quote:It seems the opposing teams moderator didn't like me placing that nuke for whatever reason and he disarms it via a command.
Quote:I think that the mod is on nod also but I don't understand the cause of removing the nuke.
it's definately annoying when people are planting fake nukes all game, especially when you're on the opposing team trying to defend against all of them
after a while it goes from a legitimate tactic to an ingame nuisance

but you really didn't have to reply to the grumpy old man and get kicked

---

Subject: Re: Degradation of renegade?
Posted by TD on Mon, 21 Jul 2008 05:40:38 GMT
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I like rene-rapping to the beat of 10 ions and 10 nukes being in the 'deploy' phase continuously.

Subject: Re: Degradation of renegade?
Posted by trooprm02 on Mon, 21 Jul 2008 16:17:19 GMT
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Dermm, try a less mainstream server (not jelly), jelly although I personally think is atleast a decent server 99% of people disagree becase of mod abuse, lag, etc. Especially if you havent played in a long time, play in smaller servers.

Subject: Re: Degradation of renegade?
Posted by cheesesoda on Mon, 21 Jul 2008 20:58:50 GMT
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Aircraftkiller wrote on Sun, 20 July 2008 13:28I think the answer is that you kept pushing the issue and didn't shut up when you were asked to. I know you think you have a right to play on a server and that you're the leet old school gosu, but you're not. You don't have to agree with what they do on their server, but the keyword here is "their server" which inherently means "not yours".

You don't go into someone else's home and just do whatever you want, do you? My suggestion to you is to listen next time and don't come here to whine about how you were "mistreated" by some idiot moderating a game server for a dead game.
I ignored his long rant, and started reading replies. I read yours, and thought you probably were off on another tangent. Actually READ his rant, and came to the same conclusion as you did.

Seriously, whining over such a petty thing as that? I mean, even if the rule is a bit pointless, it's still the damn rule.

Nobody has the "right" to voice their opinion in someone else's house. If it was a right, then the home owner wouldn't be able to do anything except deal with it. However, the home owner can kick the annoying bastard out of his/her home, so there is no such "right" for the guest.

As far as the argument that it's a "public" server. That doesn't matter. Business owners (the obvious parallel) have the same right to boot any annoying asshat out of their place of business at any point for any reason. Well, maybe not "any" reason, but they should, nonetheless.

Subject: Re: Degradation of renegade?
Posted by bisen11 on Mon, 21 Jul 2008 22:14:01 GMT
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Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.

Subject: Re: Degradation of renegade?
Posted by Rocko on Wed, 23 Jul 2008 07:09:13 GMT
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bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
fnfalls has the worst nazi mods ever that have ZERO sense of humor

Subject: Re: Degradation of renegade?
Posted by _SSnipe_ on Wed, 23 Jul 2008 07:22:22 GMT
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Rocko wrote on Wed, 23 July 2008 00:09bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
fnfalls has the worst nazi mods ever that have ZERO sense of humor
along with that

LOL i remember this time at jelly server i almost got banned for saying a friend of mine had aids....story is his name was koolaids...and i said u have aids ur cool or some shit like that and some admin pms me saying something like (if i remember this right) "DONT SAY THaT SHIT AGAIN"or something i told him to calm the fuck down and then saying shit ill ban you and all this bs i was like whats ur deal...he said i had a feind that dead of aids....im like well to bad for u then fuck.,...lol..

every server has trashy mods

jelly....bunch of 40 year old geeks or 12 year old kids pushing the rules on other giving them the glory and power (same ass noob stories...only few good ones)

kamuix....bunch of childish dumbass's (expect bluethen and clown and...forgot the last guy)

EKT.....some hackers...some laggers and a few BITCH mods hwo think there hot shit that talk shit use commands to give them advantage and then ban u when u ask for test

xphaze....my old server...some mods just get pissed when you hs them or start shit with them over little reasons and then one mod has a bitch fit starting war world 2 in the forums about one mod vs another mod

tsu....well most of them are dicks and some hackers which told me they hacked..acting like of they are the best at ren...and life...talking about how they get laid and shit

nite....one power hungry mod but thats about it

duke gaming....hackers beside there hacking owner....even hacked us in com war once....and of course him and his players where admins and didnt even listen to use but trust thats a whole other story

and many more....

and these comments dont mean the whole server just some of the mods in them so dont get but hurt

basically you have to have the same personality and same way of thinking to fit in with some servers....just think of it as high school...stick with the people you fit in with the ones who dont act like pricks to you

---

Subject: Re: Degradation of renegade?
Posted by sadukar09 on Wed, 23 Jul 2008 11:42:43 GMT
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Saying someone have AIDS really isn't fucking funny.

Subject: Re: Degradation of renegade?
Posted by Goztow on Wed, 23 Jul 2008 11:58:52 GMT
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sadukar09 wrote on Wed, 23 July 2008 13:42Saying someone have AIDS really isn't fucking funny.
2

Subject: Re: Degradation of renegade?
Posted by =HT=T-Bird on Wed, 23 Jul 2008 16:08:04 GMT
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There's the endless dichotomy of Renegade: do you want a clean, tight-run server, but very little tolerance of crude jokes/cursing/...? Or do you want to make crude jokes all you want, but maybe trade other things for it?

Subject: Re: Degradation of renegade?
Posted by bisen11 on Wed, 23 Jul 2008 17:45:24 GMT
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Rocko wrote on Wed, 23 July 2008 03:09bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
fnfalls has the worst nazi mods ever that have ZERO sense of humor

For any newbies to the forum who don't know, this is rocko. Never listen to him.

Subject: Re: Degradation of renegade?
Posted by Muad Dib15 on Wed, 23 Jul 2008 23:39:39 GMT
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SSnipe wrote on Wed, 23 July 2008 02:22Rocko wrote on Wed, 23 July 2008 00:09bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
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basically you have to have the same personality and same way of thinking to fit in with some servers....just think of it as high school...stick with the people you fit in with the ones who dont act like pricks to you

I agree with Sadutard that joking about aids isn't really appropiate, but if he's your friend the admin has no reason to get pissed off at you.

Play at N00bless, we have one mod who is kind of a jerk, but that is about it. We have a near perfect balance of cool script mods and pure renegade. And there aren't many cheaters since the mods are generally ontop of stuff.

Subject: Re: Degradation of renegade?
Posted by thrash300 on Thu, 24 Jul 2008 02:55:09 GMT
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Muad Dib15 wrote on Wed, 23 July 2008 18:39SSnipe wrote on Wed, 23 July 2008 02:22Rocko wrote on Wed, 23 July 2008 00:09bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
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EKT.....some hackers...some laggers and a few BITCH mods hwo think there hot shit that talk shit use commands to give them advantage and then ban u when u ask for test

xphaze....my old server...some mods just get pissed when you hs them or start shit with them over little reasons and then one mod has a bitch fit starting war world 2 in the forums about one mod vs another mod

tsu....well most of them are dicks and some hackers which told me they hacked..acting like of they are the best at ren...and life...talking about how they get laid and shit

nite....one power hungry mod but thats about it

duke gaming....hackers beside there hacking owner....even hacked us in com war once....and of course him and his players where admins and didnt even listen to use but trust thats a whole other story

and many more....

and these comments dont mean the whole server just some of the mods in them so dont get but hurt

basically you have to have the same personality and same way of thinking to fit in with some servers....just think of it as high school...stick with the people you fit in with the ones who dont act like pricks to you

I agree with Sadutard that joking about aids isn't really appropiate, but if he's your friend the admin has no reason to get pissed off at you.

Play at N00bless, we have one mod who is kind of a jerk, but that is about it. We have a near perfect balance of cool script mods and pure renegade. And there aren't many cheaters since the mods are generally ontop of stuff.

How Much Cheaters Does The Average Person Come Across Playing The Game Command And Conquer Renegade Every Day I Believe?.

Subject: Re: Degradation of renegade?
Posted by bisen11 on Thu, 24 Jul 2008 04:30:17 GMT
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Muad Dib15 wrote on Wed, 23 July 2008 19:39SSnipe wrote on Wed, 23 July 2008 02:22Rocko wrote on Wed, 23 July 2008 00:09bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
fnfalls has the worst nazi mods ever that have ZERO sense of humor
along with that

LOL i remember this time at jelly server i almost got banned for saying a friend of mine had aids....story is his name was koolaids...and i said u have aids ur cool or some shit like that and some admin pms me saying something like (if i remember this right) "DONT SAY THaT SHIT AGAIN"or something i told him to calm the fuck down and then saying shit ill ban you and all this bs i was like whats ur deal...he said i had a feind that dead of aids....im like well to bad for u then fuck.,...lol..

every server has trashy mods

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I got force renguarded by 4 people after killing an sbh who walked right infront of me on that server :/ . I mean seriously, plus doesn't Biatch detect pretty much all cheats anyways? Renguard doesn't even do much anymore.

Subject: Re: Degradation of renegade?
Posted by JoeBro on Tue, 29 Jul 2008 13:53:12 GMT
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wolfmyth wrote on Sun, 20 July 2008 12:02What have I done wrong (how did he know I placed a nuke when hes on GDI? [of course I know how, but was placing a nuke enough justification to "spy" on the whole team?]) It's a offense to place a nuke now (outside of the obvious endgame beacon spam)? Its at this point I start to suspect the obvious foul play. I tell the mod back in private message that it was the _first_ nuke I have placed and that I think he abused his power(obviously). I tell him what I did is a common strategy, I start to consider the mods expertise in such a vastly complex game of C&C. I get the reply back to shut up of I'll be kicked. Well as anyone would of done, I say I'm sorry but I tell him he overused his powers. I get a kick....

So, what I want to know is what have I done that was so wrong?
Is is because I was more skilled, having played this game for a long time before, and used tactics the mod didn't liked? Is there some new rule that takes away strategy from this game?
Is it because I placed a distracting nuke and stood up for my tactics the mod went overboard?

Has renegade truly turned into a sissy game of mod abusers? Has any tactics and skill/smart play died out?

True Renegade players will understand what I mean by demoralizing the opponent and using tactics to help win (within normal rules). We used to do it all the time. A diversion here, a diversion there. Placing a nuke to make every GDI scramble, leave their posts and chaotically search for a nuke(this allows more SBH to infiltrate the base as patrol posts have been abandoned).Attacking one building before quickly switching to another(getting all engines to repair said building by EVA). Sneaking into the bases, knowing terrain, guard towers and map layouts, knowing how and when to go, what to do...... it was all part of this game. This is _not_ bf2 where all you need is to capture some pointless flag. Buildings play a role and so does strategy. The smart player does distractions, but is playing too well nowadays a kick able offense?

In that case I must say that C&C: Renegade has stooped to a all time low, sadly.

Is this type of mod abusive behavior in all other servers? Are mods while playing getting an overview of the whole map and know where everyone is and using this to their teams advantage? Abusing their powers whenever they can and dare you not question them?

If this is what this once awesome game has degraded to, please tell me now. I would rather stop playing again and preserve the memory of how C&C:R use to be played, and how teamwork, effort and strategy was all part of it.

Don't worry Wolfmyth, it's happened to me too. It isn't fair WHATSOEVER. I tried the same tactic on the Jelly Server. I was GDI and the Nod's defense was taken out. The map was Walls_Flying as I recall. We were advancing on their position and my teammates decided to do a Heli Transport Rush. I was going to join them, but the helis got filled up too quickly, so I decided to just shoot some dumb Nod snipers on top of the canyon. After our men infiltrated the base, I heard several messages pop on the screen: Ion Cannon beacon deployed. I had already bought one myself too, and decided to create chaos by placing my own beacon right outside of our base, not in it. I decided to do right outside of our base just to be cautious in case some Nod SBHs came our way. As soon as I did this, the opponent moderator disabled my beacon! I asked him why and he said that we can't put beacons in our own base! I told him that it was a VERY known strategy these days and that the beacon wasn't technically in our base (I put right outside, remember?), but he just shunned me and said he would kick me if I didn't shut up. I decide to follow his dumb orders since I wanted to finish the rest of the game. That really made me mad. I never play on that server anymore (very rarely). Wolfmyth, if you want to know some better servers, choose AtomiXGaming or n00bstories.com or Fnfall's Marathon server. I haven't tried the same tactic on all of these, but they are really good servers. Besides, you're a really smart player. You DESERVE better. By the way, my name is WolfWarrior2 on Renegade. Send me a message if you see me. What's your name on Renegade?

Subject: Re: Degradation of renegade?
Posted by JoeBro on Tue, 29 Jul 2008 14:01:07 GMT
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To thrash300: 2 things to remember: don't capitalize every word and stop saying "I Believe".   It

drives me nuts.

Subject: Re: Degradation of renegade?
Posted by wolfmyth on Fri, 01 Aug 2008 17:03:53 GMT
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Played a little on some other server, and it seems that they also don't allow you to plant unless in the enemies base. This new rule seems to have spread around a bit. Don't ever remember seeing it on any servers I played before.
Gosh I miss the old HT server that used to be full all the time and great mods there.

PS. To some that say rules are rules, I don't have an issue about that but I didn't even know about this rule....and the mod didn't even say it was against the rules, just seemed hormonally imbalanced and on a anger rampage or something. I guess players now are expected to first find and go the the servers web page before they can play or they might be kicked for ingame mechanics that have been there from the very start.

It's really a shame.

Subject: Re: Degradation of renegade?
Posted by Ethenal on Fri, 01 Aug 2008 17:14:14 GMT
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bisen11 wrote on Wed, 23 July 2008 12:45Rocko wrote on Wed, 23 July 2008 03:09bisen11 wrote on Mon, 21 July 2008 17:14Yah, there's a lot of horrible servers with terrible mods :/ . I suggest fnfall marathon. It's my fav server.
fnfalls has the worst nazi mods ever that have ZERO sense of humor

For any newbies to the forum who don't know, this is rocko. Never listen to him.

Actually that's correct, but okay.

Subject: Re: Degradation of renegade?
Posted by cheesesoda on Fri, 01 Aug 2008 17:21:01 GMT
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wolfmyth wrote on Fri, 01 August 2008 13:03Played a little on some other server, and it seems that they also don't allow you to plant unless in the enemies base. This new rule seems to have spread around a bit. Don't ever remember seeing it on any servers I played before.
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and go the the servers web page before they can play or they might be kicked for ingame mechanics that have been there from the very start.

It's really a shame.
He didn't immediately kick you. You questioned his authority, and then you were kicked. Could he have been a little more understanding/patient? Sure, but rules are rules.

Subject: Re: Degradation of renegade?
Posted by [NE]Fobby[GEN] on Fri, 01 Aug 2008 17:37:33 GMT
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The only servers I play on these days would be Atomix and Fnfall's. The others have a lot of weird server-side modifications or I simply lag too much.

I used to play a lot on n00bstories CCM 2, but it's empty these days

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Subject: Re: Degradation of renegade?
Posted by JoeBro on Fri, 01 Aug 2008 19:00:08 GMT
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i play on Atomix, Fnfalls, and n00bstories.com. wish there were some better ones though

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Subject: Re: Degradation of renegade?
Posted by Starbuzzz on Fri, 01 Aug 2008 19:18:04 GMT
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I am switching from playing from St0rm n00bs...I think I will make Atomix my default fun server now...and KOSs2 AOW when I am serious lol

I was playing in Atomix today for the first time on Canyon...pretty good experience I shall say.

Subject: Re: Degradation of renegade?
Posted by JoeBro on Fri, 01 Aug 2008 19:26:22 GMT
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pawkyfox wrote on Fri, 01 August 2008 14:18I am switching from playing from St0rm n00bs...I think I will make Atomix my default fun server now...and KOSs2 AOW when I am serious lol

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---

Subject: Re: Degradation of renegade?
Posted by Starbuzzz on Fri, 01 Aug 2008 19:38:58 GMT
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Yeah. Ia gree....I like the stealth suit drops lol and the low starting credits.

Subject: Re: Degradation of renegade?
Posted by JoeBro on Fri, 01 Aug 2008 19:44:16 GMT
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pawkyfox wrote on Fri, 01 August 2008 14:38Yeah. Ia gree....I like the stealth suit drops lol and the low starting credits.
DEFINITELY. i HATE when a server starts with a LOT of credits because the battle gets over TOO quickly

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Subject: Re: Degradation of renegade?
Posted by Starbuzzz on Fri, 01 Aug 2008 19:45:15 GMT
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JoeBro wrote on Fri, 01 August 2008 15:44pawkyfox wrote on Fri, 01 August 2008 14:38Yeah. Ia gree....I like the stealth suit drops lol and the low starting credits.
DEFINITELY. i HATE when a server starts with a LOT of credits because the battle gets over TOO quickly

That's why I left St0rm server today...ain't going back. Besides, Atomix is a pretty good well-balanced modded server.

Subject: Re: Degradation of renegade?
Posted by cheesesoda on Fri, 01 Aug 2008 19:58:26 GMT
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Wilo always has been and always will be a fucking idiot.

Subject: Re: Degradation of renegade?
Posted by Muad Dib15 on Fri, 01 Aug 2008 23:34:47 GMT
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I say it again. NOOBLESS FTW!!!

Subject: Re: Degradation of renegade?

Posted by Starbuzzz on Sat, 02 Aug 2008 00:35:17 GMT
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Muad Dib15 wrote on Fri, 01 August 2008 18:34I say it again. NOOBLESS FTW!!!

Atomix FTW...nobbless fails

Subject: Re: Degradation of renegade?
Posted by nope.avi on Sat, 02 Aug 2008 01:23:55 GMT
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This thread has the potential to be a flamefest.

Subject: Re: Degradation of renegade?
Posted by u6795 on Sat, 02 Aug 2008 01:26:31 GMT
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Baker wrote on Fri, 01 August 2008 21:23This thread has the potential to be a flamefest.
THIS ISNT A FLAMEFEST YOU FRIGGIN N00B OMFG CHRIST

(sarcasm)

Subject: Re: Degradation of renegade?
Posted by nope.avi on Sat, 02 Aug 2008 01:28:00 GMT
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K MY SERVER CAN BEAT UP UR SERVER
(sarcasm)