Subject: Why Not Add.

Posted by thrash300 on Wed, 29 Oct 2008 05:48:57 GMT

View Forum Message <> Reply to Message

Well since the T.T. team will have a lot of options on what they can change or add, why not add this.

They are both good ideas why not add them. If Strike Teams controls what goes in the message of the day, I don't think that adding a little text would be a big deal to do it.

File Attachments

1) Picture #1..JPG, downloaded 940 times



Maybe the messay: If you have Renegade, or you the communofficial Communofficial

2) Picture #2..JPG, downloaded 922 times



Maybe there should be one somewhere in the I If you have problems w you would like to join usimply visit the official Conquer Renegade For www.renegadeforums.c

Subject: Re: Why Not Add.

Posted by Omar007 on Wed, 29 Oct 2008 08:40:29 GMT

View Forum Message <> Reply to Message

I think adding the text to the 'message of the day' is a good idea.

Only don't add the text to those error/info messages.

Subject: Re: Why Not Add.

Posted by Goztow on Wed, 29 Oct 2008 08:56:24 GMT

View Forum Message <> Reply to Message

The MOTD = xwis = strike team, TT cannot change that, unfortunately.

Maybe they can change some notifications that are hard coded in the client, though.

Subject: Re: Why Not Add.

Posted by jnz on Wed, 29 Oct 2008 12:40:50 GMT

View Forum Message <> Reply to Message

Goztow wrote on Wed, 29 October 2008 08:56The MOTD = xwis = strike team, TT cannot change that, unfortunately.

Maybe they can change some notifications that are hard coded in the client, though.

Actually, it's very simple. They just change the place it pulls the infomation from. If the class that

handles it has already been cloned then not much would need to be changed at all.

Subject: Re: Why Not Add.

Posted by thrash300 on Wed, 29 Oct 2008 22:45:41 GMT

View Forum Message <> Reply to Message

RoShamBo wrote on Wed, 29 October 2008 06:40Goztow wrote on Wed, 29 October 2008 08:56The MOTD = xwis = strike team, TT cannot change that, unfortunately.

Maybe they can change some notifications that are hard coded in the client, though.

Actually, it's very simple. They just change the place it pulls the infomation from. If the class that handles it has already been cloned then not much would need to be changed at all.

If it is that simple then why don't the T.T. team take a look at it a and do it.

Subject: Re: Why Not Add.

Posted by StealthEye on Wed, 29 Oct 2008 22:57:45 GMT

View Forum Message <> Reply to Message

The hard part is probably getting another source for the data and pull the data from there, rather than modifying the dialog box. Changing the text is rather easy indeed.

Subject: Re: Why Not Add.

Posted by MGamer on Thu, 30 Oct 2008 00:40:22 GMT

View Forum Message <> Reply to Message

what about "per server" MOTD

Subject: Re: Why Not Add.

Posted by u6795 on Thu, 30 Oct 2008 01:59:45 GMT

View Forum Message <> Reply to Message

GOD FUCKING DAMN I hate Olaf and everything about XWIS.

Expressing my hatred in text would be impossible. If you want to know one of the many reasons, though, hop on RA2 online and say "gay." Enjoy your fifteen minute long chat ban.

Subject: Re: Why Not Add.

Posted by R315r4z0r on Thu, 30 Oct 2008 03:28:10 GMT

u6795 wrote on Wed, 29 October 2008 21:59Enjoy your fifteen minute long chat ban. LOL! Are you serious!? That's ridiculous!

Subject: Re: Why Not Add.

Posted by GEORGE ZIMMER on Thu, 30 Oct 2008 09:14:08 GMT

View Forum Message <> Reply to Message

Yeah, I remember there was a RA2 tournament or something once, and several people were disqualified... For cussing.

Subject: Re: Why Not Add.

Posted by _SSnipe_ on Thu, 30 Oct 2008 22:40:25 GMT

View Forum Message <> Reply to Message

Its been changed.....

Subject: Re: Why Not Add.

Posted by u6795 on Thu, 30 Oct 2008 23:44:57 GMT

View Forum Message <> Reply to Message

SSnipe wrote on Thu, 30 October 2008 18:40lts been changed......

The MOTD or the RA2 chat filters? If the latter, no, they have not.

Subject: Re: Why Not Add.

Posted by _SSnipe_ on Fri, 31 Oct 2008 00:03:08 GMT

View Forum Message <> Reply to Message

The one when you login to renegade

Subject: Re: Why Not Add.

Posted by Ethenal on Fri, 31 Oct 2008 02:17:12 GMT

View Forum Message <> Reply to Message

SSnipe wrote on Thu, 30 October 2008 19:03The one when you login to renegade

Yeah, it has. :S

Subject: Re: Why Not Add.

Posted by BlueThen on Fri, 31 Oct 2008 02:20:06 GMT

View Forum Message <> Reply to Message

u6795 wrote on Wed, 29 October 2008 20:59GOD FUCKING DAMN I hate Olaf and everything about XWIS.

Expressing my hatred in text would be impossible. If you want to know one of the many reasons, though, hop on RA2 online and say "gay." Enjoy your fifteen minute long chat ban. Oh jesus. I remember being on RA2. It's hard to go a week without getting banned. When I played RA2, it was 1 day long bans, not 15 minutes.

Subject: Re: Why Not Add.

Posted by thrash300 on Fri, 31 Oct 2008 06:51:18 GMT

View Forum Message <> Reply to Message

StealthEye wrote on Wed, 29 October 2008 16:57The hard part is probably getting another source for the data and pull the data from there, rather than modifying the dialog box. Changing the text is rather easy indeed.

Subject: Re: Why Not Add.

Posted by jonwil on Fri, 31 Oct 2008 10:53:45 GMT

View Forum Message <> Reply to Message

This is being looked into. Olaf has been advised of the needed changes and will be making the changes to the Renegade MOTD when he is able to do so.

Subject: Re: Why Not Add.

Posted by Lone 0001 on Sat, 01 Nov 2008 07:39:26 GMT

View Forum Message <> Reply to Message

Seems he did it sooner than expected:

http://i152.photobucket.com/albums/s178/lone0001/Game22008-11-0103-36-36-36.jpg

Subject: Re: Why Not Add.

Posted by Goztow on Sat, 01 Nov 2008 08:26:34 GMT

View Forum Message <> Reply to Message

Subject: Re: Why Not Add.

Posted by CarrierII on Sat, 01 Nov 2008 10:04:58 GMT

View Forum Message <> Reply to Message

Goztow wrote on Sat, 01 November 2008 08:26ohoh he removed the link to clanwars.cc . In before flame fest!

Olaf clearly hates cw.cc! cw.cc rocks! Olaf sucks!

(There we go, I started it)

Seriously, he ought to put that link back...

Subject: Re: Why Not Add.

Posted by Hitman on Sat, 01 Nov 2008 14:37:42 GMT

View Forum Message <> Reply to Message

Goztow wrote on Sat, 01 November 2008 02:26ohoh he removed the link to clanwars.cc . In before flame fest!

Subject: Re: Why Not Add.

Posted by Ghostshaw on Sat, 01 Nov 2008 14:48:45 GMT

View Forum Message <> Reply to Message

Actually thats not Olaf's fault, JW told him exactely what to put in and he forgot teh cw.cc bit .

Subject: Re: Why Not Add.

Posted by Genesis2001 on Sun, 02 Nov 2008 04:55:28 GMT

View Forum Message <> Reply to Message

Perhaps make the MOTD pull news from www.renegadecommunity.com? Much like the old RenGuard client did (though that was just a webbrowser-like control. :\)

Λ Λ

Subject: Re: Why Not Add.

Posted by StealthEye on Sun, 02 Nov 2008 13:16:12 GMT

View Forum Message <> Reply to Message

Sounds like too much work for too little gain to me...

Subject: Re: Why Not Add.

Posted by Goztow on Sun, 02 Nov 2008 18:37:20 GMT

View Forum Message <> Reply to Message

Nah, if renforums and clanwars are on it, that should do .

Subject: Re: Why Not Add.

Posted by Omar007 on Sun, 02 Nov 2008 18:48:15 GMT

View Forum Message <> Reply to Message

Agree on that.

Subject: Re: Why Not Add.

Posted by thrash300 on Tue, 04 Nov 2008 04:03:17 GMT

View Forum Message <> Reply to Message

StealthEye wrote on Sun, 02 November 2008 07:16Sounds like too much work for too little gain to me...

What adding the message to the message of the day and somewhere in Renegade?. You are not thinking properly, it not only would extend the life of the game, but also add more **active members to the forum thought we already have a lot of "Members.". as it is but they are not as **active as the other members.

Subject: Re: Why Not Add.

Posted by StealthEye on Tue, 04 Nov 2008 11:33:48 GMT

View Forum Message <> Reply to Message

I am thinking very properly and apparently everyone who posted except for you agrees with me...