Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 03:36:00 GMT
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Ok, I am hereby stopping playing Renegade on open servers - after just quitting a game where the entire team went tech while snipers and tanks had field days with the base, I am hereby f***ing SICK of playing with n00bs. No orders were being heard because this "Kimball" f***er had discovered the joys of the CTRL & ALT voice commands and was flooding, add that to the fact that there were THREE, COUNT THEM, THREE GDI snipers picking off people with reckless abandon for 21 minutes because no one saw fit to try and eliminate them...and...f*** it - it's p***ing me off just thinking about it again. Kimball1962: "HEY, HEY GUYS, HOW DO I TALK. GUYS? GUYS HOW DO I TALK???" Mind you, this was in the middle of a f***ing flame rush on Hourglass*. Twice.   *(And we were GDI on defense with two tanks (one mamm, one medium) - because someone had seen fit to let our weapons factory die in the first 7 minutes.)Maybe it's just because I'm a military man and it's my instinct to want to command. And when people do stupid f***ing things, I go ballistic. It happens in every team-based game I play - yet in Tribes 2, at least I always played with people I knew, and I was (and probably still am) the best Thundersword and Shrike pilot in the game.So, no more public servers for me. Never again. I'm too touchy a person do deal with so many idiots in such an enclosed space. I still think the air units are gonna make things worse. Since they're so easy to wax, idiot n00bs are gonna feed them to enemy defenses and they'll win just through points.BUT HEY, it's JUST A GAME, WHO CARES IF YOU LOSE IF YOU'RE A N00B!?!?P.S.: I'd appreciate someone recommending me to some good clans or good passworded servers. I'm a ****ed good vehicle driver, recon, infiltrator, marksman, demolitionist, and prefer Nod.

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 04:40:00 GMT
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Id like some decent games too... I love playing in a team, and i dont think im that crap.. cut like you said man, dont take it so bad.. it would be better playing renegade with a group of guys you know, im hoping to pick up a few good players on these forums, so we can meet and play some good games.But.. just chill

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 04:51:00 GMT
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Heh. I feel your pain. Two weeks ago I actually quit three games in a row because my team consisted of borderline-braindead idiots who couldn't counter the most simple of attacks if their lives depended on it. I'm talking "despite the constant beeping, there is no beacon here!"-class idiocy.I then proceeded to write a very angry rant on a forum I visit regularly. I believe it gets the point across nicely, unfortunately those it addresses probably won't ever see it. Too bad.

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 08:19:00 GMT
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While usually not to an extreme extent, I've been in mismatched games before. My advice would be to get a hold of friends that play the game (or anyone you might have seen in games a lot) and try to set up a passworded server.I don't know about your specific experience, but sometimes picking off snipers is difficult if they doing a good job of covering each other. My biggest complaint is that a tank shell to the knee caps of a sniper will usually only do a moderate amount of damage, yet a sniper can take out mobile artilley without ever being seen. If it were me.. after 21 minutes of problems with snipers, I'd be going after them myself. Usually if a team has an abnormal amount of snipers then their base is probably not properly defended, so (if you have vehicles) a good tank rush either destroys their base or gets the snipers moving and off your back.Personally, I just don't worry about it, but I don't tend to run into the problem as often as it sounds like you do. I simply accept the fact that people can't become experienced without playing and making mistakes. The multiplayer practice is useless for anything other than learning how to aim and drive.

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 08:27:00 GMT
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Send your email request to :stonerook1@hotmail.cominclude your nickname used in the game -this will get you access to a team-player server....

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 10:16:00 GMT
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It's not just you that goes ballistic man, I hate idiots of all varieties. When they get on my team in large numbers, I wish I could petition for team damage to be on, or switch teams, or something that would let me kill them many many times in a violent fashion. I can't count the number of times people on my team have fed vehicles/beacons to the enemy for points or bought 1000 cred units to step outside the door and get run over or not repaired me when our survival depended on it or not defended the base when we lost a tower.... jesus, I could go on for hours here.

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 13:09:00 GMT
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I feel your pain. It is frustrating me as well. Ghost Recon is good therapy. You should check it out, most servers feature excellent TEAMPLAY. Not sure if the game appeals to a more mature crowd as it is slower paced or not but, it seems like the players team up better. Renegade is at the end of the string for me right now. Crap servers, crap team players, lag, and ridiculous bugs (harvy). All combine to = game not destined to survive long.   It's too bad, this game has

incredible potential (Joe Barry Carroll had potential as well   ) and that is the only reason I am sticking with it (but, not as long as J.B.Carroll did in the NBA).

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 16:53:00 GMT
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quote:Originally posted by destruyax:Ok, I am hereby stopping playing Renegade on open servers - after just quitting a game where the entire team went tech while snipers and tanks had field days with the base, I am hereby f***ing SICK of playing with n00bs. No orders were being heard because this "Kimball" f***er had discovered the joys of the CTRL & ALT voice commands and was flooding, add that to the fact that there were THREE, COUNT THEM, THREE GDI snipers picking off people with reckless abandon for 21 minutes because no one saw fit to try and eliminate them...and...f*** it - it's p***ing me off just thinking about it again. Kimball1962: "HEY, HEY GUYS, HOW DO I TALK. GUYS? GUYS HOW DO I TALK???" Mind you, this was in the middle of a f***ing flame rush on Hourglass*. Twice.   *(And we were GDI on defense with two tanks (one mamm, one medium) - because someone had seen fit to let our weapons factory die in the first 7 minutes.)Maybe it's just because I'm a military man and it's my instinct to want to command. And when people do stupid f***ing things, I go ballistic. It happens in every team-based game I play - yet in Tribes 2, at least I always played with people I knew, and I was (and probably still am) the best Thundersword and Shrike pilot in the game.So, no more public servers for me. Never again. I'm too touchy a person do deal with so many idiots in such an enclosed space. I still think the air units are gonna make things worse. Since they're so easy to wax, idiot n00bs are gonna feed them to enemy defenses and they'll win just through points.BUT HEY, it's JUST A GAME, WHO CARES IF YOU LOSE IF YOU'RE A N00B!?!?P.S.: I'd appreciate someone recommending me to some good clans or good passworded servers. I'm a ****ed good vehicle driver, recon, infiltrator, marksman, demolitionist, and prefer Nod.I feel your pain, man.why cant they just have theur asses kicked to hell?

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 16:55:00 GMT
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quote:Originally posted by R0mm3l_69:I feel your pain. It is frustrating me as well. Ghost Recon is good therapy. You should check it out, most servers feature excellent TEAMPLAY. Not sure if the game appeals to a more mature crowd as it is slower paced or not but, it seems like the players team up better. Renegade is at the end of the string for me right now. Crap servers, crap team players, lag, and ridiculous bugs (harvy). All combine to = game not destined to survive long.   It's too bad, this game has incredible potential (Joe Barry Carroll had potential as well   ) and that is the only reason I am sticking with it (but, not as long as J.B.Carroll did in the NBA). patches will fix those bugs, remeber, this is a new enginethe quake engine started like this to

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Subject: Sick of f***ing public servers

Posted by Anonymous on Thu, 11 Apr 2002 17:35:00 GMT
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I agree public servers are sometimes annoying to play on. Every 5th or 6th atttempt at a server I'll find someone who understands the team concept. Usually lag prevents me from staying as long as I'd like.I think by far the most annoying thing for me is people laying too many mines. I prefer to defend. I start each map by saying "I'll defend and lay mines" Low and behold I go and check my choke points just as my mines are evaporating ... ARRGGHHH !!!I am not a slug ... I repair, lay mines, and buy tanks for people ... All I can say is to the newbies that might read this. If someone says that they are planting mines, it usually means they know what they are doing and the best place for them to go. You could be useful elsewhere.Whew ... ok I feel better now!

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 22:09:00 GMT
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What I love is how some people act so surprised when you work with them. Like on that same server...when I wasn't screaming with the help of CAPS LOCK, I told a Hotwire group to hold, as they had no cover. I went in, bought an Officer (our Ref was down, and their Hand was down, so no reason for a Patch) and the team with me taking out inf. was able to wax the Power Plant.So from now on ACTIVELY offer to help, escort, give critical inf. rides back to base, etc. Maybe we can save this game one person at a time....

Subject: Sick of f***ing public servers
Posted by Anonymous on Thu, 11 Apr 2002 22:21:00 GMT
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This really is the best tactic. Once I found out that by consistently communicating early on you find those willing to work together, I started every game with comm messages. It's amazing how many people out there are willing to work together, but not ready to organize things themselves. Heck, that's how I learned to team play, by being addresed by people in game. Communication is the key to this game. If only there were a better communication system.......

Subject: Sick of f***ing public servers
Posted by Anonymous on Fri, 12 Apr 2002 13:07:00 GMT
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quote:Originally posted by Dr.IgnatioMobius}2:patches will fix those bugs, remeber, this is a new enginethe quake engine started like this to   I'm sure patches will address some bugs. All software has bugs. That is a fact of life, we cannot get away from it. Nothing is perfect. My point is this: There are alot of reasons that this game is going downhill. Crap servers, jerk-off players (every game has these, most have BAN feature to weed them out), performance issues, etc...All can be solved. Will they? We will wait and see. I have not abandoned the game, I will not as it is still fun. If the issues go unresolved for an unreasonable amount of time, I will leave. There are plenty of

other games out there. Mobile Forces, Global Ops, JKII, Ghost Recon, MOHAA, SS:SE. and on and on the list goes. Laters.