
Subject: RGCT IRC #Channels
Posted by [TD](#) on Wed, 26 Aug 2009 23:17:53 GMT
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You can join the IRC channels of the RGCT servers on:
Server: irc.ren-archive.com
Channels: #RGCT1,#RGCT2,#RGCT3,#RGCT4,#RGCT5,#RGCT6

To connect and join the channels automatically, type this:
Quote:/server -m irc.ren-archive.com -j #RGCT1,#RGCT2,#RGCT3,#RGCT4,#RGCT5,#RGCT6

Subject: Re: RGCT IRC #Channels
Posted by [Goztow](#) on Thu, 27 Aug 2009 06:36:28 GMT
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#RGCT6 will be populated once the tourney starts. Until then, the server stays in its usual channel #velocity4 .

Reminder: RGCT6 will be the euro based server (Amsterdam - Netherlands).

Subject: Re: RGCT IRC #Channels
Posted by [Genesis2001](#) on Thu, 27 Aug 2009 06:50:40 GMT
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6 more channels to idle on.

Subject: Re: RGCT IRC #Channels
Posted by [RTsa](#) on Thu, 27 Aug 2009 08:05:36 GMT
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How many Euro teams are there in total? I mean, there's only one euro server, right?

Subject: Re: RGCT IRC #Channels
Posted by [TD](#) on Thu, 27 Aug 2009 22:50:39 GMT
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Goztow wrote on Thu, 27 August 2009 08:36#RGCT6 will be populated once the tourney starts. Until then, the server stays in its usual channel #velocity4 .

Reminder: RGCT6 will be the euro based server (Amsterdam - Netherlands).
Make that RGCT7, RGCT6 is taken.

Subject: Re: RGCT IRC #Channels
Posted by [Genesis2001](#) on Fri, 28 Aug 2009 15:25:14 GMT
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If you still need one, St0rm can provide a server based on the requirements/rules stated in this tournament. We currently have one up for our team to practice on that uses the same rules as specified in this tournament.

Server is hosted in Houston, TX with 12TB of bandwidth, 8 Cores running @ 2.4GHz, and 10GB RAM.

Server regulator is BRenBot.

Subject: Re: RGCT IRC #Channels
Posted by [Ethenal](#) on Fri, 28 Aug 2009 22:07:43 GMT
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Zack wrote on Fri, 28 August 2009 10:25If you still need one, St0rm can provide a server based on the requirements/rules stated in this tournament. We currently have one up for our team to practice on that uses the same rules as specified in this tournament.

Server is hosted in Houston, TX with 12TB of bandwidth, 8 Cores running @ 2.4GHz, and 10GB RAM.

Server regulator is BRenBot.
I'll bet that costs a pretty penny...

Subject: Re: RGCT IRC #Channels
Posted by [Catalyst](#) on Sat, 29 Aug 2009 12:12:46 GMT
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Wow.

Yeah, a pretty shiny Penny..

Subject: Re: RGCT IRC #Channels
Posted by [Jamie or NuneGa](#) on Sat, 29 Aug 2009 16:00:51 GMT
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sounds like my computer

Subject: Re: RGCT IRC #Channels

Posted by [havoc9826](#) on Sat, 05 Sep 2009 06:57:53 GMT

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When the matches are about to begin, can someone change the channel topics to say who's going to be playing in which server?
