
Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 03 May 2002 13:29:00 GMT
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I'm guessing that this has been asked LOADS of times before but I just want to know so im going to ask When playing online why cant we wait for EVERYONE to join the game? because by the time I get in at least one of our building has been destroyed! it's not fair if one team has two people connected to the game and the other team has all 12 of there people connected so the other team gets a VERY unfair advantage When I used to play games like TS and RA2 we would all have to wait and usally we would get someone who would have trouble geting in the game, and this could cause a little trouble but if you caould just cose to vote them off then it would be ok
Sorry for the longish post

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 03 May 2002 13:40:00 GMT
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There are a few sollutions to this.1) Upgrade. I know you may not have the money (or are not willing to spend it all on a computer, like I do), but this will solve the problem for you.2) A warmup-time. The Quake3 mod Urban Terror (www.urbanterror.net) has the option to have the game start, then wait a preset time (the warmup) and restart the map (everyone respawns, all buildings are restored to original state).#2 seems feasible to me.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 03 May 2002 13:56:00 GMT
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Well I last upgraded my computer about one month ago and when i have some more money I will buy some more bits because some of my pc is over over 3 years old ... right now i'm saving ALL extra money because I just signed a 12 month contract with my ISP and it really would not be good if I was to lost my job would it? lolBTW the link you game me didnt work

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 03 May 2002 20:38:00 GMT
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If your comp is that old I say stop upgrading and save up for a new one and trade it in for some cash.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sat, 04 May 2002 10:11:00 GMT
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yeah, warmup times should be introduced to Renegade. I have a decent computer with cable and i rarely get in with less than a minute game time. I know that's not bad, but often there's people with like 80 more creds than I do

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sat, 04 May 2002 14:45:00 GMT
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there are some servers with a warmup time it hink, it says loading for 1 min then everyone starts, other games i'm in there is no loading and i sometimes fine only me and another person has loaded.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sun, 05 May 2002 14:35:00 GMT
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quote:Originally posted by Kirovy1234:If your comp is that old I say stop upgrading and save up for a new one and trade it in for some cash.Well the only thing that is still old in my computer is the hard drive.... apart from that everything is new but as soon as I have some cash I will get a new one anyway

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sun, 05 May 2002 17:37:00 GMT
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Hmmmmmm... I don't want to sit around waiting for the slow ones to load the map. I spent money to upgrade my computer so that I can now enjoy map loads under 5 seconds, among other benefits. Technology moves forward, and if your computer is too slow to handle it, then upgrade it or stop complaining.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sun, 05 May 2002 18:57:00 GMT
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Laddered games should require a 10 second warm up period, and to upgrade a computer (that runs games fine) or purchase a new one for one game or for a whole series of games that does not support the simple fair teamplay start off is simple stupidity.Why even play a rush map when you have 2 people on your team and there are 8 on the other swarming you in the first minute. It does make a difference, even in games with ctf.Also, many people can't afford broadband, or have a reliable broad band service, so for all you people saying get a new comp or computer, you can all shut the **** up, and helpfully bring something new to the conversation because we don't give a **** if you have better jobs or are rich. We just want the game to be what it should be,

fair. And let me tell you, in RTCW, Tribes 2 or Jedi Outcast, the warm up means a lot in clan matching.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Mon, 06 May 2002 11:29:00 GMT
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quote:Originally posted by H3liCat:yeah, warmup times should be introduced to Renegade. I have a decent computer with cable and i rarely get in with less than a minute game time. I know that's not bad, but often there's people with like 80 more creds than I do. Much simpler solution would be that if you join into a game later than others, the game would calculate and give you the amount of credits you would have gotten had you been there from the start (I mean the credits that the refinery gives you).

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Mon, 06 May 2002 16:09:00 GMT
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quote:Originally posted by eae: Much simpler solution would be that if you join into a game later than others, the game would calculate and give you the amount of credits you would have gotten had you been there from the start (I mean the credits that the refinery gives you). no it doesn't.... and yeah.. the warm-up period would be nice, my computer is plenty fast enough to run Renegade, but it takes a few seconds longer than most computers to load...

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Tue, 07 May 2002 10:15:00 GMT
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quote:Originally posted by Christine Korza: Hmmmmmm... I don't want to sit around waiting for the slow ones to load the map. I spent money to upgrade my computer so that I can now enjoy map loads under 5 seconds, among other benefits. Technology moves forward, and if your computer is too slow to handle it, then upgrade it or stop complaining. I don't care if you got a \$10,000 computer. I paid for this game just like everyone else and it should be fair. Everyone should start at the same time. So I have chosen not to waste money upgrading components of my system that do not need upgrading. Fact is I've got under a grand tied up in my system because computers are a hobby and I have other things to spend my cash on. You on the other hand may have a more expensive system which will mean absolutely nothing in 3 years when it is an out of date POS like the rest of them.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Wed, 08 May 2002 03:39:00 GMT
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Hello Super Dan, it might not be your system that is too slow. Renegade has a bug in the map-loading routine. In my case: I have an Athlon 800 running W98SE, GeForce2, 256 MB Ram, 30 MB Hd on a Promise ATA 100 controller. During the game itself I do not experience any performance problem but the loading time for any map were at unacceptable 5 minutes. After half a day of work I found out that Renegade has a problem with the Promise controller. After connecting my HD to the (much slower) EIDE controller (onboard) the map loading time went down to 20-30 seconds. Note that Renegade is the only application on my system that shows such behavior. I already informed WW customer support about that, but it is hard to get something more useful than "Did you install the latest sounddrivers?" (!) from them until now. Mfg, ChaosEGolds Law: If the shoe fits, it's ugly.

Subject: Why can't we all just start at the same time?

Posted by [Anonymous](#) on Thu, 09 May 2002 04:49:00 GMT

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As I said in my earlier post, many people don't want to upgrade. I don't, I am happy with my PC, and am not going to upgrade it for some game. The warmup is a very good solution, because the faster players can discuss tactics in the warmup. Anyway, it should be a server variable... Regards, Firefly

Subject: Why can't we all just start at the same time?

Posted by [Anonymous](#) on Thu, 09 May 2002 06:03:00 GMT

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For clan games the game must start when everybody is there to keep it fair... for public servers not, they must stay the same... then get a better pc...

Subject: Why can't we all just start at the same time?

Posted by [Anonymous](#) on Thu, 09 May 2002 06:31:00 GMT

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quote:Originally posted by Frontrunner: I don't care if you got a \$10,000 computer. I paid for this game just like everyone else and it should be fair. Everyone should start at the same time. So I have chosen not to waste money upgrading components of my system that do not need upgrading. Fact is I've got under a grand tied up in my system because computers are a hobby and I have other things to spend my cash on. You on the other hand may have a more expensive system which will mean absolutely nothing in 3 years when it is an out of date POS like the rest of them. LMFAO - I spent about \$450 on an ATX case, AMD Athlon XP 1600+ with board, 128 MB RAM to bring me up to 384 total, and a GeForce2 MX400 64MB. That's not quite \$10,000, and certainly less than a grand... in fact, even with the components that I already had before the upgrade it's less than \$1000 for a great machine. I use my computer constantly as I am also a web developer, so it's more than worth it. And I upgrade often enough to stay out of the obsolete category. I paid for the game too, and I don't want to wait for you slow loaders! I want to get out there and kick some butt! [May 09, 2002: Message edited by: Christine Korza]

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 10 May 2002 01:50:00 GMT
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Hmm, was my post to technical or isnt my english as understandable as I thought ?It is _not_ his system that is slow, but very, very likely a slow-load BUG in Renegade, which seems to occur with ATA100 raid controlers.Mfg,ChaosE"Even if you are paranoid it doesnt have to mean that they are NOT after you right now."

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 10 May 2002 15:51:00 GMT
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Shrug...Dell P4 2GHZ1gig PC80060GB 7200RPM HD16x DVD12/8/32 CD-RGeForce 3WindowsXPCableI still get poop for FPS and map loads take almost a minute. So as I said...Shrug, what're you gonna do? Can't upgrade any further really...so when does it turn from being my d@mn system to being some bad netcode? Answer me THAT. Still love the game though...just some streamlining would be nice.[May 10, 2002: Message edited by: [FSW]WhiteWolf]

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 10 May 2002 16:07:00 GMT
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Since I started playig on gamespy I'v noticed games seem to be loading twice as quick.... maybe its just a problem on WOL?

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Fri, 10 May 2002 18:45:00 GMT
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quote:problem on WOLHush! We don't speak those words here!Move along people, nothing to see here...-Meek Spiffinton

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sat, 11 May 2002 03:34:00 GMT
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quote:Originally posted by Daemetos:no it doesn't.... and yeah.. the warm-up period would be nice, my computer is plenty fast enough to run Renegade, but it takes a few seconds longer than most computers to load...No it doesn't what?

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sat, 11 May 2002 17:01:00 GMT
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I have that problem too. Sometimes, when my game starts... I run out of my structure only to see an enemy soldier already entering my structure. Plus, he's already got a beacon with him! This game was at a 1000 credit start so it was possible, but what was bad was the fact that the whole time I was waiting for my game to load, he was already running towards my base! Yes, I agree with the idea of having everyone start at the same time. They should also have a time limit before moving on with the game too.

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Sun, 12 May 2002 02:24:00 GMT
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quote:Originally posted by ToyMan69X:I have that problem too. Sometimes, when my game starts... I run out of my structure only to see an enemy soldier already entering my structure. Plus, he's already got a beacon with him! This game was at a 1000 credit start so it was possible, but what was bad was the fact that the whole time I was waiting for my game to load, he was already running towards my base! Yes, I agree with the idea of having everyone start at the same time. They should also have a time limit before moving on with the game too. So you are saying that the people spend money to have a good playing experience should wait for the cheap asses who don't bother getting a normal computer?

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Mon, 13 May 2002 02:52:00 GMT
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Hmm. For the last and final time: the BUG described in this thread has nothing to do with the "speed" of your computer but with a BUG in renegade with ATA 100 controlers. If you dont want to wait for a bugfix, there is even a solution for you NOW which I already described in my post above. For some reasons ppl obviously ignore that Mfg,ChaosE

Subject: Why cant we all just start at the same time?
Posted by [Anonymous](#) on Mon, 13 May 2002 06:38:00 GMT
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quote:Originally posted by ChaosE:Hmm. For the last and final time: the BUG described in this thread has nothing to do with the "speed" of your computer but with a BUG in renegade with ATA 100 controlers. If you dont want to wait for a bugfix, there is even a solution for you NOW which I already described in my post above. For some reasons ppl obviously ignore that Mfg,ChaosE
Ok, ok, chill man.
