
Subject: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [GoTWhiskÉY](#) on Tue, 16 Nov 2010 21:20:07 GMT

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Starting this Sunday, and every 2nd Sunday afterward, We will be hosting an open Lobby War. All thats required is teamspeak.

In Goztow's words:

Quote:As Renegade is losing more and more players, we thought it would be nice to create a 2-weekly event where we try to bring our (ex?)-Renegade members together for some fun games. Featuring... our very first of a brand new series of public I-CW!

The concept is simple: we meet at 8 PM UK time, join our public server and have some nice games. We'll try to get the automatic TS changer functional as well.

Will be joining us as well: some people from Renegadeforums and other communities, if they wish. The event will be open for all. The idea is to have clan war styled public lobby wars. For old times sake.

We did this a few days ago, and it was pretty fun. The server was set to remix teams and we all stayed in the same teamspeak channel - The goal is to have teamspeak automatically switch us onto the proper team channel, so the games are more strategic and clanwar like. Sort of a hybrid clanwar/public server style match. This way, we don't have to worry about making teams, or the teams turning out one sided. Every map will be new teams, but you'll still be able to communicate as if you're in a private channel. That might not be up and running for this upcoming match, but there is still the possibility of making teams lobby war style, or just all playing in the same teamspeak again.

Special Thanks to thekoss2.org and Goztow for providing the server and teamspeak, and for taking my '1 or 2 lobby wars a month' idea to the next level. And if you can make that auto-changer work for teamspeak... wow.

Next Game: Sunday November 21st 3 PM EST

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [trooprm02](#) on Wed, 17 Nov 2010 18:32:57 GMT

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How can teams not be unfair? If its auto-remix, teams can be remixed unfairly. Also, FYI to anyone in the US, its an EU server so expect 200+ ping (saying this now instead of people dropping midgame).

This should be posted around a few different communities tho to make sure enough people come out.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Goztow](#) on Wed, 17 Nov 2010 18:59:00 GMT

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sigh here's Whiskey's post about ping from last CW, where you also spread your FUD:

Quote:I just sat in there and was getting as low as 130 ping to a high of 180, but never over 180. As long as there is no SFPS spikes, i'm good with anything below 200.

n00bstories and jelly are both American servers, how do you think us Europeans play in it? Even slightly above 200 is playable as long as it doesn't bounce up and down.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [trooprm02](#) on Thu, 18 Nov 2010 03:15:04 GMT

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FUD? There are more of us then you guys...why should the majority lag when it could be the minority? Also, EU datacenters are of lower quality than ours (or atleast all the EU renegade server use), so why should be lag around 200, when you guys can lag around 150?

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [liquidv2](#) on Thu, 18 Nov 2010 04:07:55 GMT

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does it make it more difficult for you to glitch c4 or something? it's not that big of a deal

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Thu, 18 Nov 2010 09:34:23 GMT

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All of the American servers I play in, I'm lucky to get 200 ping. It's always about 230-270...

Stop your whinging and just get on with it.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Goztow](#) on Thu, 18 Nov 2010 12:59:59 GMT

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trooprm02 wrote on Thu, 18 November 2010 04:15why should the majority lag when it could be the minority?

Also, EU datacenters are of lower quality than ours

1. I'm not the one choosing which server is used, all I'm doing is co-organizing an event for Renegade players to enjoy. I don't have an American server, so I cannot put it at disposal

At your 2nd statement, I can only laugh out loud.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [i0ncl0ud9](#) on Thu, 18 Nov 2010 21:54:58 GMT

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trooprm02 wrote on Wed, 17 November 2010 13:32How can teams not be unfair? If its auto-remix, teams can be remixed unfairly. Also, FYI to anyone in the US, its an EU server so expect 200+ ping (saying this now instead of people dropping midgame).

This should be posted around a few different communities tho to make sure enough people come out.

Actually, when we did this last weekend I did not lag one bit. It actually played just as good as a server in the US would, if not better.

Duh teams can be remixed unfairly, but the odds of them being remixed unfairly consistently aren't likely, especially since 1 and 2 are not on the same team the next map.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [trooprm02](#) on Thu, 18 Nov 2010 23:35:35 GMT

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liquidv2 wrote on Wed, 17 November 2010 22:07does it make it more difficult for you to glitch c4 or something? it's not that big of a deal

Yes...because in all those games you agreed to play me in (as in none), I've glitched so many c4's

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [liquidv2](#) on Fri, 19 Nov 2010 02:02:44 GMT

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rcmorr told me he played a lobby war and that you were literally screaming at him on teamspeak because he didn't glitch his c4s
judging with your history (leaving games and taking screenshots when you're ahead to fake a win)

i'd say it's a large part of your technique

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Herr Surth](#) on Fri, 19 Nov 2010 07:37:40 GMT

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Ill probably be there btw

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [GoTWhiskÉY](#) on Fri, 19 Nov 2010 14:06:29 GMT

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Unfortunately I probably won't make it this time around.

@Troop, The server might not be the perfect American server that would give us 50 ping... but for a Euro server it actually is really good. Try it for a series before judging. Also, we should be thankful that we have ANY server. I don't see any American's offering their server for use. Do you have one that supports 30 people that we can use? Didn't think so.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [trooprm02](#) on Fri, 19 Nov 2010 16:59:15 GMT

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liquidv2 wrote on Thu, 18 November 2010 20:02rcmorr told me he played a lobby war and that you were literally screaming at him on teamspeak because he didn't glitch his c4s judging with your history (leaving games and taking screenshots when you're ahead to fake a win) i'd say it's a large part of your technique

HAHA, ive never heard anything so made up...ive never even played with rcmorr afaik, only agianst him. When will you just admit you are bad at this game and thats the reason you will never play me and find out for yourself?

@whiskey, its not like im making this up...im sure you've complained about EU servers back in the day too. Im guessing this is not as important to you because you just want to get anything going these days, but lets atleast set some kind of stardard, and yes ive played countless times in that server already over the years. And there is people willing to put up a US based one, mine is 20 slots right now but I can easily up that, and ask simpee, nunega, karmai etc what kind of ping they get in there.

Call me picky, but I no longer have the patience to play in server I even get 150 ping in tbh...

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Tiesto](#) on Fri, 19 Nov 2010 18:35:23 GMT

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Troop's whining about servers really makes me laugh.

Gozy, you can use the Exodus box as a backup in case you have any issues.

I'm pretty sure our box is working fine..

Drop me a pm if you want it, then i'll set it up tomorrow...

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [trooprm02](#) on Fri, 19 Nov 2010 21:28:48 GMT

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Tiesto wrote on Fri, 19 November 2010 12:35Troop's whining about servers really makes me laugh.

Why? Because you finally realized even with host advantage you'd still lose against me? (again)

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [liquidv2](#) on Sat, 20 Nov 2010 05:26:31 GMT

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rcmorr had no reason to lie, he doesn't even know you
all he said was "that bosnian guy was screaming his head off at me on teamspeak because i
didn't glitch my c4
i don't even know how to"

it's ok, i don't expect you to play fair
i know you all too well

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [trooprm02](#) on Sat, 20 Nov 2010 05:32:30 GMT

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LOL, way to completely dodge the question....should I bust out the counter agian?

@Goztow, feel free to split this, liquid felt the need to derail the topic, I guess he doesnt wanna play.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [liquidv2](#) on Sat, 20 Nov 2010 05:37:27 GMT

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you are also the one that carried things off-topic, you can go back and check

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Spoony](#) on Sun, 21 Nov 2010 16:23:35 GMT

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update

i'm not sure this'll take place as planned, don't know if gozy will be on and it doesn't look like they've put the teamspeak team-channel thing on.

stay tuned though

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Sun, 21 Nov 2010 16:47:39 GMT

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It's still quite early, Goztow may make an appearance later on in the day.

If this isn't ready, there is nothing preventing us from playing the traditional way.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Spoony](#) on Sun, 21 Nov 2010 17:02:59 GMT

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yeah, i say we just pile into the koss server anyway, teamspeak regulator or no. or a more organised lobbywar if we don't mind teampicking.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Sun, 21 Nov 2010 19:31:35 GMT

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I enjoy the whole picking teams routine. They tend to produce the fairest games if the two considerable best are captains.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hitman](#) on Sun, 21 Nov 2010 20:23:52 GMT

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hello

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Jamie or NuneGa](#) on Sun, 21 Nov 2010 20:50:06 GMT

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why care about ping in a dead game...

could understand if it were cod or cs...

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Tunaman](#) on Mon, 22 Nov 2010 00:19:24 GMT

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ggs

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Goztow](#) on Mon, 22 Nov 2010 07:24:27 GMT

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I couldn't make it due to trouble with my baby, but heard it were really good games. Some screenshots, anyone? I'll try my best to be there next time, of course.

I'm going to get in touch with BI about the TS changer. I think a recent TS3 server update may have changed something.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Wiener](#) on Mon, 22 Nov 2010 08:36:20 GMT

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GGs indeed . Unfortunately ppl left during the 3rd map

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Spoony](#) on Mon, 22 Nov 2010 11:43:27 GMT

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they were gg's. without the TS teamchanger, we just picked teams in the usual way.

did three maps (islands, wallsfly, field), 2-1 to hygnos/my team.

it'll be better in future if the teamchanger is working, cos it took a while to sort the teams out, and - as i remarked before - it's inconvenient if someone has to drop or if someone turns up late. if the teamchanger's working then these issues can sort themselves out.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday
Posted by [Herr Surth](#) on Mon, 22 Nov 2010 11:45:20 GMT
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dammit, i missed it. sorry. :/

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday
Posted by [trooprm02](#) on Mon, 22 Nov 2010 22:59:38 GMT
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Spoony wrote on Mon, 22 November 2010 05:43 it's inconvenient if someone has to drop or if someone turns up late. if the teamchanger's working then these issues can sort themselves out.

Maybe im missing something, but how would it help in such a case? Anyone take any screenshots?

Also, reborn released a TS3 team regulator SSGM plugin months ago.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday
Posted by [Spoony](#) on Mon, 22 Nov 2010 23:11:12 GMT
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trooprm02 wrote on Mon, 22 November 2010 16:59Spoony wrote on Mon, 22 November 2010 05:43 it's inconvenient if someone has to drop or if someone turns up late. if the teamchanger's working then these issues can sort themselves out.

Maybe im missing something, but how would it help in such a case?
if someone turns up late, might this not unbalance the team? even if not, might it not give people something to bitch about?

and if someone drops, does the enemy team have to pick someone of roughly equal skill to drop in return?

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday
Posted by [Hygnos](#) on Tue, 23 Nov 2010 17:16:21 GMT

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These were good games with an excellent turn out. 18 players in total.

See you all in two weeks.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Goztow](#) on Wed, 24 Nov 2010 20:04:02 GMT

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TS changer now works. The server will be accessible from gamespy / RR by next game as well.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Spoony](#) on Wed, 24 Nov 2010 20:26:34 GMT

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excellent news!

does anyone fancy doing one this sunday too?

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Herr Surth](#) on Wed, 24 Nov 2010 20:46:25 GMT

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unless i forgt it again, sure

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Thu, 25 Nov 2010 15:32:59 GMT

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Sure, I'll happily attend this Sunday.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Sun, 28 Nov 2010 19:34:51 GMT

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I sadly had to drop out after the first map, but after later speaking with sKePTiCaL about the matches, we both agreed that the concept of the TeamSpeak Regulator, and the idea for it to be used within lobby wars is a great idea, that there's only one flaw. Using a public server.

Not only do you obtain random players, who upset the balance of the team(s) because:-

- 1) They tend to not possess the knowledge of how to work as a team (Prime example was on City_Flying, we asked bomb2006 to buy a medium tank, yet there is a MRLS on the field)
- 2) They do not have TeamSpeak or do not connect which reduces communication drastically and usually upsets, ruins, or delays any potential plans.

The other aspect of this is using open TeamSpeak Channels, which allows random users to easily join a channel and disrupt the game.

The other problem with using a public server, is the capability to donate to other members on your team. It's kind of self explanatory why this is a bad thing.

Hopefully, we can rectify these problems by simply using a private server, or making the TK2 server private when these games are scheduled.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday
Posted by [Goztow](#) on Mon, 29 Nov 2010 07:44:33 GMT
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The whole concept is still being tested, of course. IMO the event should be half private. This means passwording the server but making the password public. Maybe make the pass "clanwar", like it used to be for all clan servers.

This way people can come and go.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday
Posted by [Wiener](#) on Mon, 29 Nov 2010 09:37:30 GMT
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I think you should not take it too serious. This is not meant to replace any cw.cc or lobby wars IMO. What is the big deal in having a public player. The public players joining are not replacing somebody. The worst he can do is not to help the team which is the same as if he wasn't there at all. If he is hampering the team, he still can be kicked.

Are you so much into winning that you would rather leave a game or don't have a game at all if there is a chance of losing because you have a public player in your team and the others don't?

Those games are not counted. No ladder, no announced winner. The idea was - at least what I understood - to have non clan war games for those who would like to have it a tad more organized than normal public games.

If you turn it into lobby wars or cw just with remixed teams, you will lose players quickly and not get any more new players joining. It's not as if the concept of a cw league or lobby wars would have proven itself as successful lately.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Spoony](#) on Mon, 29 Nov 2010 10:15:38 GMT

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i always thought they should be left open, just so long as there's at least one of us there with the ability to kick people.

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Goztow](#) on Mon, 29 Nov 2010 10:17:05 GMT

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I can live with that .

Subject: Re: Introducing Bi-Weekly Lobby Wars, starting this Sunday

Posted by [Hypnos](#) on Mon, 29 Nov 2010 19:42:45 GMT

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Well, there's have been advertised as 'Bi-Weekly Lobby Wars' not 'Bi-Weekly Public Server Meetings'

I just think we should implement the same methods, or at least concepts of lobby wars into these to try and keep it to a competitive level, because, that is the reason lobby wars are what they are. To keep that competitive edge alive, as you kindly pointed out, Clanwars.cc hasn't exactly taken off recently...

I only posted my opinion and idea, because in my eyes it would benefit these types of games, i'm all for letting new comers attend, but let them come through the 'official' route by joining the TeamSpeak Server, getting involved in these games and hopefully becoming regular attendees.
