
Subject: UltraAOW Le Mans 24: Performance Test
Posted by [zunnie](#) on Wed, 12 Jun 2013 01:59:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

<http://www.ultraaow.com> - Visit our Website

UltraAOW Le Mans 24: Performance Test

This upcoming weekend starting Friday the 14th of June till monday morning the 17th of June 2013 we will enable a timelimit of 24 hours per map.

CloudVZ Server Provider

The server provider CloudVZ.com is providing us this weekend with an extremely powerful system to test performance for them.

For the weekend the NewMaps 4.0 server will run on a 12 cores Intel E5-2630(x2), 32GB RAM, 150GB SAN Harddrive space with a Level 3 Gigabit network interface.

Performance should be quite optimal on this babe

TT 4.0 Update is Required

The Tiberian Technologies Update 4.0 for Renegade is required to play on the server.

You can download it on their official website if you do not already have it.

It adds lots of extra's, anti-cheat and a ingame automatic map-downloader, awesome stuff!

Active Server Plugins

Of course the server will run our own mpf_newmaps.dll plugin which adds additional functionality to the server such as Veterancy and Special Crates & Power-ups.

Other plugins running on the server are for example the Team Donate and FirstBlood.

For a full list of modifications and adjustments please visit our Website. (changelog)

Maprotation

Tech_City Sunken SeasideCanyon FortressLol
Hangmans_Canyon City2Fly DOM_Tutorial Complex_SB
Dusk Epocilation Whoreglass MPF_Menara
Grotto Nova MPF_Walls_Flying MPF_Islands
MPF_Mesa Country_Meadow Fjords Underpass
Quick_Draw Forgotten_Town City3 Esco_Island
Bridge_Control Hon_Dom Mediterranean Air
Winter_Field Tib_Field Temple SnowLol
AlpineDay Siege SeasideSunset Crevasse
Niagra Oasis_Fly AlpineNight Installation
Blaat RiverValley City2Lol Node_War
Conquest_Island Bio River_Canyon DesertTunnels
Country_Side Carriers Mars Worthy_Classic
Dockside GlacierTS The_Moon LittleHillRumble2
TCW_Demo Silent_Dawn Urban_Rush Deth_River
MPF_Snipers Mosque High_Altitude TiberiumRedux
Pacific Dawn_Raid Cairo Clan420z
DomesV2 Killer_Cove Last_Stand Plunder_Valley

Woodland TheCanyon HauntedLol Lava
Ocean_View BasinTS Night0X Tropical2
Battleground Aftermath Carnage Wasteland
ArcticXP Permafrost Sidewinder Arid
Tib_Pit_3 Big_Walls BunkersTS Snow_Warfare
Gigantomachy High_Noon_21 Tobruk BattleCreek
Fortress2k4 Death_Village GreatWall NoMansLand

Mappack is Available

You could download our Mappack before joining the server. This ensures you have all the maps already.

Then you will not experience any ingame download dialogs which may take long if you have a slow(er) connection.

All you do is click Next, Next, wait for it to install the maps and then you're done and ready to join.

Game Prize

This month's Game Prize is the Unreal Tournament Complete Series Pack on Steam.

The person ranked first on our server at the end of June will receive this into their Steam Account as a gift.

Thanks

Thanks people for reading this and maybe joining up this upcoming Friday the 1st of March.

Please feel free to spread this news around a bit to attract more people and let's see if we can have some fun the Weekend it lasts.

Teaser Video by Bazil, Kenz3001 and Mauler

<http://www.youtube.com/watch?v=JXWT-VaU9hY>

//Greetz the MPF UltraAOW Team

Subject: Re: UltraAOW Le Mans 24: Performance Test

Posted by [iRANian](#) on Wed, 12 Jun 2013 07:27:00 GMT

[View Forum Message](#) <> [Reply to Message](#)

I don't suggest playing on MPF UltraAOW to anyone. MPF will randomly ban you for "being too good" or "cheating" without proof (which they explicitly state). Then, when you make a ban thread about it on their forums they immediately close it and they start trolling you when you mention it here on the Renegade community forums.

They'll ignore your videos of you playing really well and ignore any pleas to show your innocence. Then they start ignoring the discussion completely. One of their admins, MDK@ENGLAND, who's banned from the Renegade community forums made some YouTube comments (which he later deleted) accusing me of having a "100.5 KD" playing against snipers. He also stated MPF has Fraps recordings/videos of me playing on their server, yet they don't want to show them EVEN after repeatedly asking for them.

Even if you're an outstanding community member like me who's been beta testing scripts 4.0 since May 2011, has caught tons of cheaters and made the most server plugins (some of them like one making it cost to refill RUNNING on their server).

Play on Jelly Marathon instead where moderators don't randomly ban people without proof.

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [shaitan](#) on Wed, 12 Jun 2013 23:05:38 GMT
[View Forum Message](#) <> [Reply to Message](#)

It sounds like somebody is pissed off.

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [BAGUETTE](#) on Wed, 12 Jun 2013 23:40:14 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well it is a bullshit ban reason, Im still banned too, and for what?

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [Ethenal](#) on Thu, 13 Jun 2013 04:19:26 GMT
[View Forum Message](#) <> [Reply to Message](#)

zunnie wrote on Tue, 11 June 2013 20:59 for them.
For the weekend the NewMaps 4.0 server will run on a 12 cores Intel E5-2630(x2)
That's pretty impressive, but you can only use one core for Renegade (2.3ghz in this case)... if you really filled it up, the cpu would probably still be the bottleneck.

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [BAGUETTE](#) on Thu, 13 Jun 2013 04:33:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

inb4 the vps master(dude from other topic) comes in and slates this topic

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [Jerad2142](#) on Thu, 13 Jun 2013 06:11:46 GMT
[View Forum Message](#) <> [Reply to Message](#)

There is that non-spaced map ration again, how annoying.

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [BAGUETTE](#) on Thu, 13 Jun 2013 06:17:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

map rations, are they that bad people can only get them in portions

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [ehhh](#) on Thu, 13 Jun 2013 06:45:50 GMT
[View Forum Message](#) <> [Reply to Message](#)

TT 4.0 Update is Required

The Tiberian Technologies Update 4.0 for Renegade is required to play on the server.
You can download it on their official website if you do not already have it.
It adds lots of extra's, anti-cheat and a ingame automatic map-downloader, awesome stuff!

or not

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [-TLS-DJ-EYE-K](#) on Sun, 16 Jun 2013 18:01:23 GMT
[View Forum Message](#) <> [Reply to Message](#)

shaitan wrote on Thu, 13 June 2013 01:05It sounds like somebody is pissed off.

If this is related to the 2 individuals iFag and Vult then everything is fine, they cant play anyways which is a good thing

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [liquidv2](#) on Sun, 16 Jun 2013 22:20:30 GMT
[View Forum Message](#) <> [Reply to Message](#)

yeah; one of those guys is permanently banned for making a sarcastic comment
MPF doesn't have much credibility in Renegade lol

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [Catalyst](#) on Mon, 17 Jun 2013 03:25:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

Ethanal wrote on Wed, 12 June 2013 21:19zunnie wrote on Tue, 11 June 2013 20:59 for them.
For the weekend the NewMaps 4.0 server will run on a 12 cores Intel E5-2630(x2)
That's pretty impressive, but you can only use one core for Renegade (2.3ghz in this case)... if you really filled it up, the cpu would probably still be the bottleneck.

Yeah you might get maybe 40 players stable ...

Subject: Re: UltraAOW Le Mans 24: Performance Test
Posted by [BAGUETTE](#) on Mon, 17 Jun 2013 12:42:55 GMT
[View Forum Message](#) <> [Reply to Message](#)

-TLS-DJ-EYE-K wrote on Sun, 16 June 2013 11:01shaitan wrote on Thu, 13 June 2013 01:05It sounds like somebody is pissed off.

If this is related to the 2 individuals iFag and Vult then everything is fine, they cant play anyways which is a good thing

If I really wanted to play id just evade you bag
