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Subject: Check the Renegade Alert news  
Posted by [Aircraftkiller](#) on Fri, 28 Mar 2003 08:47:26 GMT  
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<http://www.cncrenegade.info>

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Subject: Check the Renegade Alert news  
Posted by [Cpo64](#) on Fri, 28 Mar 2003 08:51:00 GMT  
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Woot! Finaly! The lord has blessed us! Praise RenAlert!

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Subject: Check the Renegade Alert news  
Posted by [snipefrag](#) on Fri, 28 Mar 2003 08:57:58 GMT  
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thank FUK !!!!

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Subject: Check the Renegade Alert news  
Posted by [XKMonkey](#) on Fri, 28 Mar 2003 09:08:40 GMT  
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Looks promising.

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Subject: Check the Renegade Alert news  
Posted by [Xtrm2Matt](#) on Fri, 28 Mar 2003 11:33:09 GMT  
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Looking forward to it

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Subject: Check the Renegade Alert news  
Posted by [Kingdud](#) on Fri, 28 Mar 2003 11:38:13 GMT  
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W00t

Peace out,

-Kingdud

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Subject: Check the Renegade Alert news  
Posted by [The Argon Array](#) on Fri, 28 Mar 2003 13:05:42 GMT  
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Subject: Check the Renegade Alert news  
Posted by [kawolsky](#) on Fri, 28 Mar 2003 16:40:40 GMT  
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:biggrin: :biggrin:

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Subject: Check the Renegade Alert news  
Posted by [Sk8rRIMuk](#) on Fri, 28 Mar 2003 17:02:17 GMT  
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Me says:

-Sk8rRIMuk

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Subject: Check the Renegade Alert news  
Posted by [England](#) on Fri, 28 Mar 2003 17:05:20 GMT  
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Want me to host the beta

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Subject: Check the Renegade Alert news  
Posted by [Aurora](#) on Fri, 28 Mar 2003 19:05:41 GMT  
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mmmm..... beta.....

"h lord, bless this beta, that it may blow its enemies into tiny bits... in thy mercy..."

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Subject: Check the Renegade Alert news  
Posted by [forsaken](#) on Fri, 28 Mar 2003 20:14:02 GMT  
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yeah! I'm gonna host a server of 20 when i get it

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Subject: Check the Renegade Alert news  
Posted by [Predator](#) on Fri, 28 Mar 2003 22:32:35 GMT  
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...i am touched by that motivating speech :nervous:

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Subject: Check the Renegade Alert news  
Posted by [Creed3020](#) on Sat, 29 Mar 2003 01:44:44 GMT  
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Now ACK's Own2g3 will really show through....

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Subject: Check the Renegade Alert news  
Posted by [Raven](#) on Sat, 29 Mar 2003 01:59:52 GMT  
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I HOPE IT DOESN'T MAKE THE GAME CHOPPY LIKE SOME OTHER MAP WE KNOW

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Subject: Check the Renegade Alert news  
Posted by [Raven](#) on Sat, 29 Mar 2003 02:01:28 GMT  
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forsakenyeah! I'm gonna host a server of 20 when i get it

i'll host a 32, then 50 when i'm not playing. we'll see how choppy it gets with more than 8 people

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Subject: Check the Renegade Alert news  
Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 02:04:36 GMT  
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Might try hosting it with something other than a 500 MHz.

The requirements are a bit higher than normal Renegade.

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Subject: Check the Renegade Alert news  
Posted by [England](#) on Sat, 29 Mar 2003 02:15:13 GMT  
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I meant host the beta file.

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Subject: Check the Renegade Alert news  
Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 02:58:39 GMT  
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I was talking to Raven.

Yeah, you can host it all you want, just remember that the maps I'm doing are higher in polygon count and texture usage, with cover areas like the new video games today have.

Don't expect it to run properly, if at all, with a system on Renegade's minimum specifications. I'd say, as of right now, you'll need at least this:

GeForce 2  
128+ MB of RAM  
750 MHz AMD or better

That's for an eight player game. For maximum performance in a large server, I suggest that you use a GeForce 3 with at least a 1,250 MHz processor.

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Subject: Check the Renegade Alert news  
Posted by [SS217](#) on Sat, 29 Mar 2003 04:13:26 GMT  
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When it does get released I'll let JTeKSvR01 host the public beta for a week or so. And take down JTeKSvR02 I can host it fine 2.4GHz P4 1M Cable line ATi 9000PRO

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Subject: Check the Renegade Alert news  
Posted by [NHJ BV](#) on Sat, 29 Mar 2003 09:35:04 GMT  
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My only cons are a GeForce 4 MX 440 and a 56k modem...I really hope someone will host a -24server on WOL/ASE Europe.

Not to mention the download itself

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Subject: Check the Renegade Alert news  
Posted by [England](#) on Sat, 29 Mar 2003 18:58:52 GMT  
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Whats the size of the file? 100megs?

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Subject: Check the Renegade Alert news

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Posted by [Raven](#) on Sat, 29 Mar 2003 19:09:25 GMT

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You said 500 mhz yet you say you were talking to me? Sorry bud, I don't have a crappy cpu like you think, your map simply sucks. Also I don't think 500 mhz would come close to being able to handle 70 players in a game in normal maps.

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Subject: Check the Renegade Alert news

Posted by [Aircraftkiller](#) on Sat, 29 Mar 2003 19:44:45 GMT

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Just telling you how it is, my spiteful little cretin. No need to get all defensive now.

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