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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 16:46:22 GMT

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wtf where do you get the idea im cheating from? OMG HES BODY SHOOTING BIGHEAD! Then if i say "bs" you give me a warning, you cunt.

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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 16:47:02 GMT

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Subject: snipesimo

Posted by [\[A-I\]NastyDead](#) on Sat, 20 Mar 2004 18:04:12 GMT

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um.....wtf.....Havoc with a Railgun? thats just gay. Who would want a havoc with a railgun those guns suck they take too fucking long to reload, I can kill any of those 1000 cred chars with a basic infantryman.

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Subject: snipesimo

Posted by [cowmisfit](#) on Sat, 20 Mar 2004 18:07:13 GMT

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Thats not a railgun on his back dude Thats just a REALLY REALLY shitty video card that cant produce any good looking textures for shit. If i had a card that made textures liek that i would have stopped playing renegade a long time agol

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Subject: snipesimo

Posted by [Aircraftkiller](#) on Sat, 20 Mar 2004 18:11:53 GMT

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He set his video settings to being completely low, moron.

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Subject: snipesimo

Posted by [cowmisfit](#) on Sat, 20 Mar 2004 18:16:30 GMT

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Well then thats still gay looking, moron :rolleyes:

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Subject: snipesimo

Posted by [longbow](#) on Sat, 20 Mar 2004 18:21:22 GMT

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cowmisfitWell then thats still gay looking, moron :rolleyes:  
I'm pretty sure AFK was talking to [A-I]NastyDead.

That gun doesn't look anything like the railgun, how could you mistake it?

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Subject: snipesimo

Posted by [Aircraftkiller](#) on Sat, 20 Mar 2004 18:34:10 GMT

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Of course it's gay looking. That's the fucking point of setting them low.

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Subject: snipesimo

Posted by [IRON FART](#) on Sat, 20 Mar 2004 18:43:57 GMT

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That card is so "shitty" that it's getting 71 FPS.

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Subject: snipesimo

Posted by [Majiin Vegeta](#) on Sat, 20 Mar 2004 18:49:57 GMT

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Homey\*

window mode = possibilitys for the .net click bot

pistol out.. why not your ramjet? unlimited ammo me thinks

damn you look dodgey :rolleyes:

---

Subject: snipesimo

Posted by [xptek\\_disabled](#) on Sat, 20 Mar 2004 18:50:33 GMT

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That's because it's in windowed mode and on (hopefully) low detail.

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Subject: snipesimo

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Posted by [Homey](#) on Sat, 20 Mar 2004 18:50:43 GMT

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Well, sniper game with like 8 people is harding using anything, I get like 12 fps in a 50 player. For some reason i aim better at low quality anyways

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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 18:53:17 GMT

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Majiin VegetaHomey\*

window mode = possibilitys for the .net click bot

pistol out.. why not your ramjet? unlimited ammo me thinks

damn you look dodgey :rolleyes:

since when do click bots do anything?

I was body shooting with a havoc so k, unlimited ammo? only if i push up against a wall or something

dodgey?

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Subject: snipesimo

Posted by [cowmisfit](#) on Sat, 20 Mar 2004 18:54:26 GMT

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IRON-FARTTThat card is so "shitty" that it's getting 71 FPS.

:rolleyes: :rolleyes: :rolleyes:

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Subject: snipesimo

Posted by [Sanada78](#) on Sat, 20 Mar 2004 18:57:44 GMT

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Even more importantly, WTF does it matter?

OMG!!!!!! cheats cause he's using teh ghey window mode.

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Subject: snipesimo

Posted by [Majiin Vegeta](#) on Sat, 20 Mar 2004 19:01:09 GMT

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you dont have to push up against a wall to get unlimited ammo

click bots do work esp with lower detail as there are less shades of color

also set click bot to red and what ya know.. half of the BH's body is red

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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 19:33:14 GMT

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um k, i use windowed mode to see if people are paging me on msn and its a lot easier to use. Low quality cause I usually play big games with like 15fps. Also the colours are the same as low quality as in high. I actually can't run 16bit cause it changes it to 32 automatically anyways

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Subject: snipesimo

Posted by [DrasticDR](#) on Sat, 20 Mar 2004 19:38:57 GMT

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Madness drop it now, please. Homey is just a good sniper and you have to accept that.

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Subject: snipesimo

Posted by [IRON FART](#) on Sat, 20 Mar 2004 19:44:10 GMT

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cowmisfitIRON-FARTThat card is so "shitty" that it's getting 71 FPS.

:rolleyes: :rolleyes: :rolleyes:  
WTF is that supposed to mean?

You act as if I am wrong. Probably because you still can't tell the difference between low quality and a bad video card.

OMGN!!!!!! he's usign unlimitoad ammo cheet wit teh pistol!!!!!!111one!

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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 20:07:44 GMT

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It would appear I have a good card, once theres tanks it goes shit :/

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Subject: snipesimo

Posted by [IRON FART](#) on Sat, 20 Mar 2004 20:24:35 GMT

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If you have a slow CPU, or you can't support 8x AGP, then it isn't as good as it could be. I have that same card. Its very good, but my CPU isn't great, and my mobo can only handle AGP 4x.

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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 20:51:46 GMT

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Same, 4x and a 1.7celeron hopefully upgrading mb and processor soon to a amd 2500xp

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Subject: snipesimo

Posted by [mrpirate](#) on Sat, 20 Mar 2004 21:12:16 GMT

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AGP speed is irrelevant, since Renegade does not use nearly enough video memory on textures for it to be an issue. Tanks will kill your computer if you've got a Celeron, since the CPU is in charge of the physics of the game. Anyway, AGP 8x is only 1-3% faster than AGP 4x.

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Subject: snipesimo

Posted by [Homey](#) on Sat, 20 Mar 2004 22:07:13 GMT

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my cpu blows i know

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Subject: snipesimo

Posted by [Blazer](#) on Sat, 20 Mar 2004 22:34:44 GMT

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when I am a sniper char and in close quarters with another sniper, I usually switch to the pistol...the ramjet and sniper rifle fire too slow and reload too slow...whereas hopefully I can get some shots on their bunny hopping ass with the pistol...and usually when I kill them they think I cheated, or they say "no fair you used pistol and shot me while I was reloading"

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Subject: snipesimo

Posted by [Aircraftkiller](#) on Sat, 20 Mar 2004 22:35:23 GMT

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mrpirateAGP speed is irrelevant, since Renegade does not use nearly enough video memory on

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textures for it to be an issue. Tanks will kill your computer if you've got a Celeron, since the CPU is in charge of the physics of the game. Anyway, AGP 8x is only 1-3% faster than AGP 4x.

You sure about this? Each texture for vehicles is usually 512x512. That's a fair bit of space when most cards have 32-128 MB of memory.

Furthermore, the terrain textures are 64x64, 128x128, or 256x256. Some rare cases have 512x512. Renegade uses over 35 textures for just the structure exteriors. Then the interiors use around 40-50 different ones. Plus the soldiers, who are normally at 256x256, the sky which is 512x512, fog emulation, vis rendering, etc...

It does use a lot of texture memory.

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Subject: snipesimo

Posted by [snipesimo](#) on Sat, 20 Mar 2004 23:42:48 GMT

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wow look what started from little old me. At the time I was truly pissed because everytime you killed me I flew 10 feet across the floor after I died. I thought it was you, but it looks like my conn was having some problems. I wanted the SS to be positive you weren't doing any lag boting or the like, but it was my mistake. Sorry for trying to do my job, though it was unwarranted, you shouldn't make it into a Broadway performance.

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Subject: snipesimo

Posted by [Homey](#) on Sun, 21 Mar 2004 00:00:40 GMT

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well if i was using the lagboting ss wouldnt prove anything cause i could just turn it off...

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Subject: snipesimo

Posted by [tooncy](#) on Sun, 21 Mar 2004 00:24:48 GMT

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I have a 1.5 gigaharts processer, my motherboard only supports 4X AGP, I only have 256 megs of RAM (I'm getting more tomorrow), and I have a GeForce Fx 5200

Yeah, semi-good video card, low ram, 4x AGP, and an average processor.

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Subject: snipesimo

Posted by [snipesimo](#) on Sun, 21 Mar 2004 01:04:10 GMT

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I assumed you weren't that smart, because it looked like some n00b's name I didn't recognize. I am irrational when I am pissed lol

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Subject: snipesimo

Posted by [Neodarrh](#) on Sun, 21 Mar 2004 01:08:56 GMT

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The only thing I am suspicious about that SS is the MIRC, most likely running windowed and has it up so he can see the other teams team speak

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Subject: snipesimo

Posted by [IceSword7](#) on Sun, 21 Mar 2004 01:29:25 GMT

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Homey cheats - ban him

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Subject: snipesimo

Posted by [Homey](#) on Sun, 21 Mar 2004 01:33:45 GMT

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fastc0nn ts =o, yes ice BAN ME, ice has lice so he has to go too

---

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Subject: snipesimo

Posted by [Majiin Vegeta](#) on Sun, 21 Mar 2004 01:53:05 GMT

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heh im not saying Homey does cheat.. but looks like something ive seen before :rolleyes:

heh look at this..

this n00b forgot to close his aimbot when he took the screenshot..  
his GFX settings are also quite shity just a bit better..  
also the same reticle

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Subject: snipesimo

Posted by [Javaxcx](#) on Sun, 21 Mar 2004 01:55:45 GMT

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89:1 is not special, especially with a Havoc. It doesn't due justice to a good sniper.

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Subject: snipesimo

Posted by [Majiin Vegeta](#) on Sun, 21 Mar 2004 02:46:18 GMT

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Javaxcx89:1 is not special, especially with a Havoc. It doesn't due justice to a good sniper.

oo.. please look at the taskbar

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Subject: snipesimo

Posted by [Javaxcx](#) on Sun, 21 Mar 2004 03:04:57 GMT

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Ahh yes, der taskbar.

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Subject: snipesimo

Posted by [Homey](#) on Sun, 21 Mar 2004 03:15:03 GMT

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Scary he has the same reticle as me

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Subject: snipesimo

Posted by [IceSword7](#) on Sun, 21 Mar 2004 05:16:10 GMT

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Aimbot la de da - what i want to see is what is behind his renegade ...god Cristina's so hot...

I to use the cheaters reticle

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Subject: snipesimo

Posted by [Majiin Vegeta](#) on Sun, 21 Mar 2004 18:38:33 GMT

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homey just play full screen and use msn 5 it beeps when your paged

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Subject: snipesimo

Posted by [Homey](#) on Wed, 24 Mar 2004 18:51:12 GMT

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lol not on my comp , i dunno why i dont here it. I'm used to windowed mode now and i've tried with full and I suck lol its wierd.

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Subject: snipesimo

Posted by [mrpirate](#) on Wed, 24 Mar 2004 20:13:41 GMT

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AircraftkillermrpirateAGP speed is irrelevant, since Renegade does not use nearly enough video memory on textures for it to be an issue. Tanks will kill your computer if you've got a Celeron, since the CPU is in charge of the physics of the game. Anyway, AGP 8x is only 1-3% faster than AGP 4x.

You sure about this? Each texture for vehicles is usually 512x512. That's a fair bit of space when most cards have 32-128 MB of memory.

Furthermore, the terrain textures are 64x64, 128x128, or 256x256. Some rare cases have 512x512. Renegade uses over 35 textures for just the structure exteriors. Then the interiors use around 40-50 different ones. Plus the soldiers, who are normally at 256x256, the sky which is 512x512, fog emulation, vis rendering, etc...

It does use a lot of texture memory.

Am I sure? Yes. It uses enough memory for 8x AGP to help with a 32 MB, or maybe even 64 MB card. However, cards like that don't exist, to the best of my knowledge. I read something once, where they ran several modern games at 4x AGP and then at 8x AGP, and the performance difference was 1-3%, like I said.

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