
Subject: Crazy CTF N00b? or good practise?
Posted by [Renegade](#) on Thu, 23 Jun 2005 15:55:57 GMT
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Now, before you think im a noob, now i dont go onto the Craszy CTF alot, however i wanted to kno in your opinoin, do you think its a waste of time? or good target practise if your good?

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Dave Mason](#) on Thu, 23 Jun 2005 20:16:51 GMT
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It's a pile of wank. Everybody always uses engi which requires no skill at all.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [flyingfox](#) on Thu, 23 Jun 2005 21:26:58 GMT
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Complete waste of time and detriment to the ren community....those servers could be running normal games, and as it stands, we've got so few servers now that run normal ren (they all run that crate/weapon pickup/extra base defences crap) that you're stuck for choice. Today I was stuck with joining either a 40 player game - too big - or joining one that put guard towers and turrets on a non defense map along with crates and enemy technicians/hotwires that carried ramjet rifles. How crap is that? These servers need to stop running all this garbage and put on some good old ren. Some of the stuff, like the messages you get when joining that check how many recs you have and give a predetermined message based on the number, reek of "I know HOW to program renegade, so I'll put in this annoying crap targeted at pre-teen ren players". Who in their right mind likes to see " Hey <name>, I reached that level when I was 4 years old!" every time somebody joins your game. Or how about the fact engineers and techs don't carry a gun because they're loaded with explosives? "Oh no you don't, they can pick up every gun in the game from some crate or kill a sniper and take his gun!".
Sorry for the rant, but I didn't become a fan of ren for this bull we see on a daily basis.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Goztow](#) on Fri, 24 Jun 2005 21:01:22 GMT
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total crap. For a normal ren-game, you can always get to our dedi server on euro-WOL (www.thekoss.com = name, username: a000000bi). We only put donate on...

Back to the question: it's good to keep some very young players on ren but I never do such stuff. Server side mods kill renegade like I like it.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [RTsa](#) on Sat, 25 Jun 2005 16:42:23 GMT
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I agree those server side mods ruin the game. But we do have too many servers running really. Over half of them are always empty. For normal gameplay I go to TheKOSs server, the one Goztow mentioned [hi goz!] If you live in USA, you should try out the pits server. It's also normal ren, just with donate on.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Lijitsu](#) on Sat, 25 Jun 2005 21:53:57 GMT
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Yeah, the new mods really dont add a whole lot most of the time. I hit Unrules New Maps alot, despite the fact that they have a good amount of the commands on. One that people especially like using against me, for some reason, !noob. Ive gotten -5 recs because of that fucking command.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Spoony_old](#) on Sun, 26 Jun 2005 11:06:58 GMT
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flyingfox wrote on Thu, 23 June 2005 17:26Complete waste of time and detriment to the ren community....those servers could be running normal games
I don't think you understand what a server is.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [almor999](#) on Sun, 26 Jun 2005 12:27:57 GMT
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The [BBF] Clan server doesn't have any mods. We have SSAOW but the only thing we enabled is team change.

I have to agree with you, I like rEnegade they way it was. However sometimes when I am bored I will join a server with a mod just to fool around.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Dave Mason](#) on Sun, 26 Jun 2005 14:12:35 GMT
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Goztow wrote on Fri, 24 June 2005 22:01total crap. For a normal ren-game, you can always get to our dedi server on euro-WOL (www.thekoss.com = name, username: a000000bi)

rofl.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Goztow](#) on Mon, 27 Jun 2005 06:33:58 GMT
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DJM wrote on Sun, 26 June 2005 10:12Goztow wrote on Fri, 24 June 2005 22:01total crap. For a normal ren-game, you can always get to our dedi server on euro-WOL (www.thekoss.com = name, username: a000000bi)

rofl.

Ow yeah DJM: you might maybe not go there if you don't want to get your *ss banned for pissing off mods...

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Dave Mason](#) on Mon, 27 Jun 2005 19:37:54 GMT
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That's a shame I really care. Hell I'm tempted to join just to see your dumbass mod DEETEE ban me.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Goztow](#) on Tue, 28 Jun 2005 12:04:04 GMT
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DJM wrote on Mon, 27 June 2005 15:37That's a shame I really care. Hell I'm tempted to join just to see your dumbass mod DEETEE ban me.
Not needed anymore, you have been name and -ip banned. Already bad enough I need to put you in my ignore list in here but I never wanna see you in our server again. Bye!

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Dave Mason](#) on Tue, 28 Jun 2005 19:52:08 GMT
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rofl, try harder.

I have a dynamic i.p. for starters. It doesn't take alot to use another nickname either.

Now if you're going to ban me properly , you need to ban my serial key.

I really don't see why you went to so much effort to ban me when you fail to get it into your thick skull that I don't want to play in there again anyway!

Please try to have some small idea of what the hell you're talking about before you try to post again.

As for putting me on your ignore list, boo fucking hoo. I know as well as you do that you are going to click "reveal message" just to see what I said. After you will pretend you haven't read it. Quite pathetic yet predictable at least.

Doubtless you are no longer reading this message, as you have at least a hundred other people to bore, and one of those crucially important testicle-moments to attend to.

Now, if you care to apologize for wasting my shamefully wasted time, I'll consider accepting it.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Whitedragon](#) on Tue, 28 Jun 2005 20:02:13 GMT
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flyingfox wrote on Thu, 23 June 2005 17:26 Complete waste of time and detriment to the ren community....those servers could be running normal games, and as it stands, we've got so few servers now that run normal ren (they all run that crate/weapon pickup/extra base defences crap) that you're stuck for choice. Today I was stuck with joining either a 40 player game - too big - or joining one that put guard towers and turrets on a non defense map along with crates and enemy technicians/hotwires that carried ramjet rifles. How crap is that? These servers need to stop running all this garbage and put on some good old ren. Some of the stuff, like the messages you get when joining that check how many recs you have and give a predetermined message based on the number, reek of "I know HOW to program renegade, so I'll put in this annoying crap targeted at pre-teen ren players". Who in their right mind likes to see " Hey <name>, I reached that level when I was 4 years old!" every time somebody joins your game. Or how about the fact engineers and techs don't carry a gun because they're loaded with explosives? "Oh no you don't, they can pick up every gun in the game from some crate or kill a sniper and take his gun!". Sorry for the rant, but I didn't become a fan of ren for this bull we see on a daily basis.

These "garbage" mods have revived alot of peoples interest in the game and have made it much funner.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Dave Mason](#) on Tue, 28 Jun 2005 20:09:10 GMT
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The people who have no idea or concept of what is fun, yes.

Anybody with half a brain can tell that crazy ctf is a pile of shite.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [zunnie](#) on Tue, 28 Jun 2005 22:20:40 GMT
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In my experience with the servers we run i learn that actually most people do like the SSAOW, Gamelog, Wreckage, and other serverside modifications such as CrazyCTF, MissionDM and Mission Co-Op.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Goztow](#) on Wed, 29 Jun 2005 08:54:10 GMT
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zunnie wrote on Tue, 28 June 2005 18:20In my experience with the servers we run i learn that actually most people do like the SSAOW, Gamelog, Wreckage, and other serverside modifications such as CrazyCTF, MissionDM and Mission Co-Op.
That's everyone's right of course . It's just a pity it's so hard to find good old servers lately .

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [zunnie](#) on Wed, 29 Jun 2005 13:53:38 GMT
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Thats because the normal servers have gone boring for most people who play this game for a long time.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [flyingfox](#) on Fri, 01 Jul 2005 21:32:18 GMT
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Whitedragon wrote on Tue, 28 June 2005 16:02
These "garbage" mods have revived alot of peoples interest in the game and have made it much funner.

Because most ren players don't know how a game of renegade is supposed to go, and will settle for whatever is put on their plate. Not me. I suppose you had a part in these mods. There should never ever be tank wreckages, for example....the misbalances to the game should be obvious. If I blow up someone's tank, and they're a hotwire or technician, they might beat my damage rate and get their tank back because I was too far away to get them. Why? Why should they? They lost the tank. you might think that is a hypothetical situation, and well it is, but it happens all the time. Apart from this your mods let hotwires/techs run around with volt guns and sniper rifles because everybody drops some armor or a gun...biggest load of CRAP I've ever seen in renegade. Almost as if you done it just because you knew how...a better solution would be to have them drop armor,

and never any guns. Look what's come of all these mods....crazy CTF, which made me want to take poison when I played. One wonders how long you guys spent thinking about this before you put it out.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Whitedragon](#) on Sun, 03 Jul 2005 02:14:57 GMT
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Yes, i was one of the people that originally created server side mods. I agree with you that things like CCTF or Crazy AOW, with their ob guns, god characters, flying infantry, are pretty stupid. But a normal BALANCED server side mod without that crap adds alot of variety to the game. Ive played ren since it came out, and after almost 2 years the regular gameplay got pretty boring, which is why we started making server side mods, to add new things that change the gameplay.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [mrpirate](#) on Sun, 03 Jul 2005 16:32:05 GMT
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zunnie has made Renegade fun again by making the Nod Harvester on GDI, and vice versa. Seriously, I play for that reason alone. Sometimes, though--when I actually do venture into an MP server--I feel like I am about to have an aneurysm from all the stupid, so I try to keep these visits as infrequent as possible. What disappoints me about all these server side mods is not that people make them, but rather that people seem to enjoy them. If that's not a testament to the low age and accompanying IQ of the average Renegade player, I don't know what is.

I've also found that a lot of the servers that do play "normal" Renegade also have no-swearing policies. This really pushes my buttons, for some reason. So, if you are in the position of owning, or moderating a server like I have just described, I have the following message for you: eat my fucking ass, dipshit.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Sniper_De7](#) on Sun, 03 Jul 2005 17:05:46 GMT
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zunnie wrote on Wed, 29 June 2005 09:53Thats because the normal servers have gone boring for most people who play this game for a long time.

What are you talking about? I find that to be the opposite. Where did you get that fact from?

Can you tell me the reason for making you get more points in a server for shooting at buildings and god what else? other than the obvious fact you get more money. But why would that matter? You only change the very aspect of having money, because you only just have to pointwhore 'til you get 3000(which won't take very long), and that should last the entire game. I mean why in

God's name is it more quote interesting endquote to get more points? Why is it more interesting to have the shotgunners be different colours? Harvesters? or Engineers that spawn obelisk guns that have more splash than my arty - inside a tunnel, and can kill in one hit - on CTF servers? Leave CTF to small deathmatch maps guys it's not meant for flying sbhs and god knows what else. I don't see a reason why people have to change every aspect to their liking and granted thinking it's better than the original. The money/points/colour was fine. They don't just make harvesters on the wrong team when they're making a game. Do you know why? Because it's fucking stupid. otherwise you'd see rainbow coloured SBH skins and purple helmets and little ribbons in sakura's hair.

The game was fine before hand and it's just as fine now. If you personally want creativity or "interesting" things, you could always download pretty skins.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Jecht](#) on Wed, 06 Jul 2005 02:05:40 GMT
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mrpirate wrote on Sun, 03 July 2005 12:02zunnie has made Renegade fun again by making the Nod Harvester on GDI, and vice versa. Seriously, I play for that reason alone. Sometimes, though--when I actually do venture into an MP server--I feel like I am about to have an aneurysm from all the stupid, so I try to keep these visits as infrequent as possible. What disappoints me about all these server side mods is not that people make them, but rather that people seem to enjoy them. If that's not a testament to the low age and accompanying IQ of the average Renegade player, I don't know what is.

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Greatest Comment Ever.

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Dr. Lithius](#) on Wed, 06 Jul 2005 03:01:45 GMT
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Crazy Capture the Flag, eh? I've played that a few times. Who was it that said "Everyone uses Engineers and that takes no skill"? Ah, DJM. No, it still takes quite a bit of skill. You can't just wildly aim and hope your Personal Obelisk of Light(as I call it) makes contact. No, you still have to aim dead-on. Yes, it's one-hit, one-kill for everything but heavy vehicles(if the version you're playing allows for anything outside of Hum-Vees/Nod Buggies and Transport Helicopters), but my point is that you still have to have precision aim. Unlike the Obelisk of Light, it's not an automatic thing.

Anyway. . . I have yet to see any Renegade modifications I don't like. Capture the Flag is an

awesome one, for example. Hum-Vees, Buggies, Transport Helicopters, and no automated base defenses. It's a nice, relaxing way to play Renegade without having to worry about and hear messages relating to "Such and such structure is under attack." All you have to worry about is your Flag. Snipers seem to have a tactical advantage on defense, I will admit. But if you have a good counter-sniper on your own team, there's nothing to worry about, really. I dare say it's a lot more teamwork-oriented than Command & Conquer mode due to the fact that, generally speaking, someone can't just waltz in, swipe the flag, and waltz out. (Unless you're clever like that, of course. But I've really not seen very many intelligent players on UNRules.com CTF Server. No offense.)

A variation on this is, as mentioned, "Crazy Capture the Flag". All units now come equipped with high-grade weaponry such as Ramjet Rifles, Auto-Volt Rifles, and "Personal Missile Arrays", as I call them. (IE, Personal Ion Cannons that shoot Advanced Guard Tower missiles.) As one might gather, putting such weaponry as Personal Missile Arrays and Personal Obelisks of Light would indeed make for some hectic, insane gameplay. Add in the fact that some pick-ups include Infantry Flight, Stealth Black Hand Armor, or Health/Armor Bonuses, and brother. . . You have got some freaking screwed-up gaming coming your way.

Regardless of how a goodly number of you might feel about it. . . I, for one, I think that Reborn has the potential to be a freaking sweet modifications for Renegade. Being able to use such units at the Mammoth Mk. II and Cyborg Reaper is such a cool concept. The fact that authentic Tiberian Sun voice clips, sound effects, and even certain statistics are to be implemented in the next release version only adds to the potential awesomeness.

But falling back on something we know to be awesome. . . let's go to the past for a minute. A past features the Soviets and the Allies. Yes, that's right. I'm talking about the one-and-only Renegade Alert! Though very rarely played these days, Renegade Alert in and of itself is a tremendously balanced and overall beautiful modification for Renegade, featuring several units from Red Alert and expansions, as well as a couple units from Red Alert 2 (I believe. Correct me if I'm wrong.). The only things I'd say Renegade Alert needed would be more units, more Infantry, and obviously, more people playing it more often. I like the fact that four Minigunners can take down any given structure from the inside, or a bunch of Bazooka units can tear down something from the outside, just like in Red Alert. Which brings me to my next topic. . .

As I've stated in another topic, I want a modification for Renegade like that. One that weakens structures just enough to where a bunch of Gunners, or even Rocket Infantry, can take it down from the outside. This would likely lead the game into a whole new realm of imbalances and whatnot, but it would make the game far more like the original Command & Conquer, as well. I'd call it "Renegade C&C Classic Mod".

Anyway. . . I've babbled enough. Your thoughts?

Subject: Re: Crazy CTF N00b? or good practise?

Posted by [Dave Mason](#) on Wed, 06 Jul 2005 22:14:18 GMT

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gbull wrote on Wed, 06 July 2005 03:05mrrpirate wrote on Sun, 03 July 2005 12:02zunnie has made Renegade fun again by making the Nod Harvester on GDI, and vice versa. Seriously, I play for that reason alone. Sometimes, though--when I actually do venture into an MP server--I feel like

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Greatest Comment Ever.

Godfuckingdamn straight

Subject: Re: Crazy CTF N00b? or good practise?
Posted by [Renerage](#) on Fri, 08 Jul 2005 23:00:38 GMT
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But if everyone uses the hottie/techie gun, wouldnt it be whoever has better aim/reflexes who will win 1 on 1? therefore the person who lost would go back, slowly gettin there experiance better and eventually gettin good enough to go onto the WOL servers?
