
Subject: Renegade Website

Posted by [Renarding6](#) **on Fri, 17 Feb 2006 18:39:30 GMT**

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EA deleted it, fine.

Crimson, I suggest we built it as it was (same layout) and that we update with news about mods, patches (cp1 and cp2), maps, tutorials, news about Renegade community and events.

I think we should really do that. I can help for all the design and graphics and also the content.

Contact me if you are interested.

http://www.cncsaga.com/img/tiberian/html/renegade_intro.swf

Subject: Re: Renegade Website

Posted by [genetix](#) **on Fri, 17 Feb 2006 19:37:37 GMT**

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I doubt the site would be used. What might work better is making these forums a subpart of the site.

Have the community renegade website and then under it would be the official forums. That would be Crimson's decision though.

Other then that I can't see it being used.

Subject: Re: Renegade Website

Posted by [Nightma12](#) **on Fri, 17 Feb 2006 19:50:02 GMT**

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thats an awesome intro!

Subject: Re: Renegade Website

Posted by [Oblivion165](#) on Fri, 17 Feb 2006 21:03:04 GMT

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<http://web.archive.org/web/20020206001432/westwood.ea.com/games/ccuniverse/renegade/english/index.shtml>

Subject: Re: Renegade Website

Posted by [luv2pb](#) on Fri, 17 Feb 2006 21:27:51 GMT

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I would like to see it just to spite EA!

Subject: Re: Renegade Website

Posted by [light](#) on Fri, 17 Feb 2006 22:46:50 GMT

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It wouldn't spite EA, it would just take responsibility away from them, which is what they want.

TBH I don't see a need to replace the EA site, I wouldn't look at it anyway.

(But if you are going ahead, please, please make it standards compliant and accessible)

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Fri, 17 Feb 2006 23:18:08 GMT

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Well, my idea is to make the website and then have these forum as the forum for the website. I will talk with crimson about this.

Subject: Re: Renegade Website

Posted by [Crimson](#) on Fri, 17 Feb 2006 23:45:10 GMT

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Good chat. I purchased RenegadeCommunity.com for this.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Fri, 17 Feb 2006 23:55:33 GMT

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Okay, I will get my idea on its feet then.

I will work on the design first and then on the code with some webmasters of the french community. For the content, I will explain more of it next week.

(Chronojam, I need a chat with you about this also.)

Any help to rebuild the Renegade website better than ever is welcome. If you think you can help, post here with your skills and your motivations. We need to get people with real interest in that project.

You can also submit ideas for the website here. So if you have THE idea, then share it here!

Subject: Re: Renegade Website

Posted by [Dave Anderson](#) on Sat, 18 Feb 2006 00:56:40 GMT

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If you need any help with html coding or digital art, PM me.

EDIT: I suppose if you did want me to help, you would know what I can do in that department. Here is an example of the digital art and html coding I can do:

<http://www.dcomproductions.afraid.org>, however, I did not do that flash animation. Another reminder that most of the other pages are broken links, it is far from being done.

Subject: Re: Renegade Website

Posted by [mision08](#) on Sat, 18 Feb 2006 01:22:41 GMT

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Thats really sharp work Renardin6. I hope things go well for you.
I would offer to help but, I'm like Colonel Klink, "I know nothing"

Subject: Re: Renegade Website

Posted by [ogregun](#) on Sat, 18 Feb 2006 02:36:19 GMT

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I'm a professional slacker. But since I have no life, you could have me be one of the people that updates the site. Know some minor HTML. ogrestorm@alltel.net if this sounds appealing.

Subject: Re: Renegade Website

Posted by [light](#) on Sat, 18 Feb 2006 04:55:24 GMT

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I know HTML and CSS. I also write W3C standards compliant code. (Don't ask me not to, I will refuse).

My site is <http://www.crimson.atomhosting.info/> (only the main page works, but it shows you what I can design, a nice looking, fast loading site) and i'm willing to help you make the site accessible and compliant, but i'm too busy with other sites to be heavily involved with this one too.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Sat, 18 Feb 2006 09:37:26 GMT

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I know HTML, CSS and PHP. www.thekoss2.org is my work. The images aren't mine, I suck at photoshop.

At first sight, it doesn't look special, go through all the forums. Our website is a bit unusually structured but it's the way we want it. I make my own scripts for about everything. If I don't know how to do it yet, I learn it. PHP is a wonderful programming language.

I also speak French, which might come out handy.

You might need confirmation of EA that you may use their design/graphics. It's all copyrighted, I'm sure.

You got me on msn, contact me if needed.

Subject: Re: Renegade Website

Posted by [light](#) on Sat, 18 Feb 2006 10:28:22 GMT

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I have looked at thekoss website, if this project wants to go with that style of design, then I will stay out of it.

No offense intended, but i don't go for big banners, Flash intros (i have flash disabled) and table layouts that take too long to load and are a pain to edit.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Sat, 18 Feb 2006 11:09:04 GMT

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Light, why would someone's style be limited to the style of one website?

I made that website like people wanted it to be. I'm a coder, not really a designer. I think it's a bit harsh to jump to conclusions based on one website.

I think the target is to make the exact same copy of the old Renegade website?

BTW: you won't need to edit the tables if we work in PHP. There'll be a nice backoffice.

Subject: Re: Renegade Website

Posted by [Crimson](#) on Sat, 18 Feb 2006 11:20:45 GMT

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Yeah, we want to keep it old-school -- I'm pretty confident I can get support for this from EA, but stay tuned.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Sat, 18 Feb 2006 14:29:49 GMT

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It seems we have talented people here, I will sum up the project tomorrow or during the week and so you can know what kind of skills or people we need for the project.

And as Crimson said, we might get the whole old website and customize it. So stay tuned.

Subject: Re: Renegade Website

Posted by [trooprm02](#) on Sat, 18 Feb 2006 19:55:13 GMT

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Great Idea! I think this would definetly boost ren! Then XWIS can support it, maybe link off thier page etc

Subject: Re: Renegade Website

Posted by [SCOTT9](#) on Sat, 18 Feb 2006 20:10:29 GMT

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trooprm02 wrote on Sat, 18 February 2006 13:55Great Idea! I think this would definetly boost ren! Then XWIS can support it, maybe link off thier page etc

NO SHIT!! that would really help the ren community all ya need now is some HTML experts all i know is how to change the colour of fonts with the HTML code

Subject: Re: Renegade Website

Posted by [Aprime](#) on Sat, 18 Feb 2006 20:35:07 GMT

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Goztow wrote on Sat, 18 February 2006 04:37
I also speak French, which might come out handy.

Leave that part to real francophones, please.

Subject: Re: Renegade Website
Posted by [Renardin6](#) on Sun, 19 Feb 2006 05:22:09 GMT
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he is a real as me. Pigé? ok alors fais pas chier. ^^

Subject: Re: Renegade Website
Posted by [nopol10](#) on Sun, 19 Feb 2006 05:44:00 GMT
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lol Renardin

Subject: Re: Renegade Website
Posted by [Renardin6](#) on Sun, 19 Feb 2006 16:27:06 GMT
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hey, was someone maniac enough to make a full backup of the ren's website?

Subject: Re: Renegade Website
Posted by [Mad Ivan](#) on Sun, 19 Feb 2006 19:01:45 GMT
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gotta check my old pc (no, realy, i think i did).

Subject: Re: Renegade Website
Posted by [TD](#) on Sun, 19 Feb 2006 22:03:14 GMT
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Hmm, is there any chance we could find the old ren site in an online archive?

Subject: Re: Renegade Website
Posted by [Demolition man](#) on Sun, 19 Feb 2006 23:26:11 GMT

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<http://www.westwoodstudios.com/games/ccuniverse/renegade/english/backstory.html>

Subject: Re: Renegade Website

Posted by [Oblivion165](#) on Sun, 19 Feb 2006 23:42:18 GMT

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I already posted the renegade website on a previous link. The whole thing is there, just have to download it manually.

Subject: Re: Renegade Website

Posted by [TD](#) on Mon, 20 Feb 2006 00:13:06 GMT

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Yeah, only the menu is missing AFAIK.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Mon, 20 Feb 2006 02:42:30 GMT

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I got everything. I will finish it for next weekend.

I HAVE ALL.

<http://www.cncreborn.planetcnc.gamespy.com/renpage/index.htm> I

and I can customize it. It works

Now I need to rework all the pages and upload them somewhere else with Crimson.

I already fixed the forum link on the menu as a test, I will fix the rest. It should be done for next week and with renguard and mods added on the menu.

Subject: Re: Renegade Website

Posted by [Mad Ivan](#) on Mon, 20 Feb 2006 03:19:53 GMT

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dunno, the menu doesnt appear for me.

I am Using FireFox.

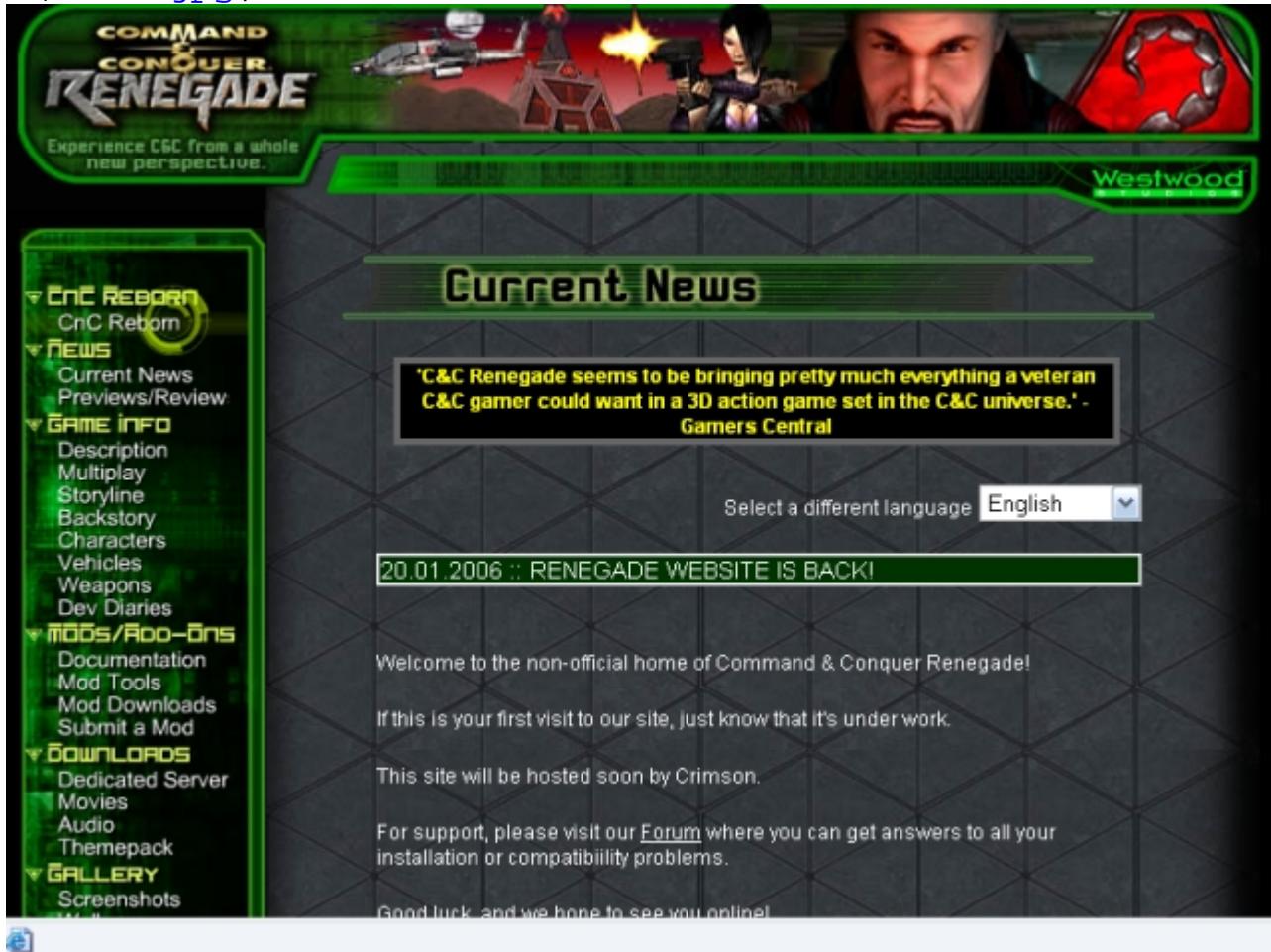
And the "Back To Top" link doesn't work

Subject: Re: Renegade Website
Posted by [Renarding6](#) on Mon, 20 Feb 2006 03:51:10 GMT
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All works on IE, all buttons fixed.

File Attachments

1) [ren.jpg](#), downloaded 738 times



Subject: Re: Renegade Website
Posted by [light](#) on Mon, 20 Feb 2006 06:20:38 GMT
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Doesn't display the left menu in Opera.

Failed validation, 133 errors on the W3C compliance checker.

You can either copy EA's site, or you can do it right. EA make crap sites.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Mon, 20 Feb 2006 09:41:48 GMT

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Nice work, though many links don't work, probably because we don't have the module (analyse your computer, the different languages, ...).

I'm willing to have a look at the code to make it work in firefox. I kind of agree with Light here: let's make it work for everyone . OMG: just checked the code, it uses div's. Firefox so hates div's.

Nice job though. Do you also have the backoffice for it? I guess not, this is probably pure html. So there's still quite some stuff we can do for it. We'll talk.

Subject: Re: Renegade Website

Posted by [nopol10](#) on Mon, 20 Feb 2006 09:54:40 GMT

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Great job and nice work on the sidebar (I remember it was gone) but maybe you could fix the links cause they always lead to the westwood site.

anyway.

Subject: Re: Renegade Website

Posted by [Spice](#) on Mon, 20 Feb 2006 10:15:20 GMT

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Right now the site only works in Internet Explorer, It is not finished. I do not remember him saying it was either.

He worked very hard on this all day, It's starting to really shape up.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Mon, 20 Feb 2006 10:24:44 GMT

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if you look at the menu, you will see that I added CnC Reborn and also added Renguard at the bottom. The links work. And try the forum too...

The rest of the links will be redirected once I copy all the page.

The plan is:

We fix the current main page code. Then we duplicate it with the content of the other pages of the original website. Once this is done, we update the flash menu and add new pages such as fan maps, renguard, blackhand studios, apb, swmod and everything about renegade like Renegade Wiki also. I will see with Goz how we can add a php script to post news on mainpage using the FUD forum so Crimson can make some of us 'news posters'.

We will also need the athonization of EA and I am sure Crimson will get that for us.

Subject: Re: Renegade Website

Posted by [Dave Mason](#) on Mon, 20 Feb 2006 17:11:13 GMT

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```
<TD vAlign=bottom><IMG height=14 hspace=8  
src="index2_fichiers/top_border.jpg" width=145 align=left></TD>
```

Too wide.

Opera Version 8.51

Nice going so far anyway, from the IE screenshots it looks quite good.

Subject: Re: Renegade Website

Posted by [Renarding6](#) on Mon, 20 Feb 2006 17:18:41 GMT

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Okay, I tried different types of codes and here is my problem:

<http://www.cncreborn.planetcnc.gamespy.com/renpage/test.html>

Open with IE and the menu is fine. If you refresh once, the first part of the menu become initializing. How can I fix that?

And what code can make it works on firefox and opera?

Here is the code used for the 5 tests:

<OBJECT

```
codeBase=http://download.macromedia.com/pub/shockwave/cabs/flash/swflash.cab#version=5,0,0,0
height=820 width=152 classid=clsid:D27CDB6E-AE6D-11cf-96B8-444553540000
<movie="nav_ext.swf"><PARAM NAME="movie" VALUE="nav_ext.swf"><PARAM
NAME="quality" VALUE="high"><PARAM NAME="bgcolor" VALUE="#000000">
<EMBED SRC="nav_ext.swf" QUALITY=high BGCOLOR=#000000 WIDTH=152
HEIGHT=820 TYPE="application/x-shockwave-flash"

PLUGINSPAGE="http://www.macromedia.com/shockwave/download/index.cgi?P1_Prod_Version
=ShockwaveFlash"
BASE="/"
</EMBED> </OBJECT>
```

```
<object width="152" height="820">
<param name="movie" value="nav_ext.swf">
<embed src="nav_ext.swf" width="152" height="820">
</embed>
</object>
```

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/
flash/swflash.cab#version=5,0,0,0" WIDTH=152 HEIGHT=820><PARAM
NAME=movie VALUE="http://www.cncreborn.planetcnc.gamespy.com/
renpage/nav_ext.swf"> <PARAM NAME=quality VALUE=best> <PARAM
NAME=wmode VALUE=> <PARAM NAME=bgcolor VALUE=#000000> <EMBED
src="http://www.cncreborn.planetcnc.gamespy.com/renpage/nav_ext.
swf" quality=best bgcolor=#000000 WIDTH=152 HEIGHT=820
TYPE="application/x-shockwave-flash" PLUGINSPAGE="http://www.
macromedia.com/shockwave/download/index.cgi?
P1_Prod_Version=ShockwaveFlash"></EMBED>
```

```
<OBJECT classid="clsid:D27CDB6E-AE6D-11cf-96B8-444553540000"
codebase="http://download.macromedia.com/pub/shockwave/cabs/
flash/swflash.cab#version=5,0,0,0" WIDTH=152 HEIGHT=820><PARAM NAME=movie
VALUE="http://www.cncreborn.planetcnc.gamespy.com/
renpage/nav_ext.swf"> <PARAM NAME=quality VALUE=best> <PARAM
NAME=wmode VALUE=transparent> <PARAM NAME=bgcolor VALUE=#000000>
<EMBED src="http://www.cncreborn.planetcnc.gamespy.com/renpage/
nav_ext.swf" quality=best bgcolor=#000000 WIDTH=152 HEIGHT=820
TYPE="application/x-shockwave-flash" PLUGINSPAGE="http://www.
macromedia.com/shockwave/download/index.cgi?
P1_Prod_Version=ShockwaveFlash"></EMBED>
```

```
<object type="application/x-shockwave-flash" data="nav_ext.swf" width="152" height="820">
<param name="play" value="true" />
<param name="loop" value="true" />
<param name="movie" value="nav_ext.swf" />
<param name="menu" value="false" />
<param name="quality" value="high" />
<param name="scalemode" value="noborder" />
<p> Texte de remplacement </p>
</object>
```

Subject: Re: Renegade Website

Posted by [Renardin6](#) **on** Mon, 20 Feb 2006 19:11:13 GMT

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Nevermind, tchutch from cncsaga found the problem.

It's inside the animation file.

When I open the files from my HDD on Firefox, IE or Opera, everything is fine. It's the way the menu call the text file that gives us the problem. We are working on a fix.

File Attachments

1) [omgitworksbut.jpg](#), downloaded 735 times

C&C Renegade - Mozilla Firefox

Fichier Edition Affichage Aller à Marque-pages Outils ?

file:///C:/Documents%20and%20Settings/Renaud/Bureau/renpagetest2/index.html

Forum - Main Page Hotmail Personnaliser les liens Windows Media Windows

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WELCOME TO RENEGADE!

Welcome to the official home of Command & Conquer Renegade. If this is your first visit to our site, take a peek at all the strategies, and find out what else you need to know where most Renegade players spend their free time.

We also have a variety of other Command & Conquer games. GENERALS is the newest release in the C&C line, tens of thousands of players online each month. Be sure to check out the EA STORE.

For support, please visit our support section where you can get answers to all your installation or compatibility problems.

Good luck, and we hope to see you online!

Terminé

For help, press F11

démarrer

file:///C:/Documents%20and%20Settings/Renaud/Bureau/renpagetest2/index.html

C&C Renegade - Opera

Fichier Editer Afficher Signets Discussion

Nouvelle page Renegade Publi... Accueil Index Contenu Rechercher Glossaire

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Subject: Re: Renegade Website
 Posted by [Renardin6](#) on Mon, 20 Feb 2006 20:16:17 GMT
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Anyway, can follow here the progression of the final product.

<http://www.cncreborn.planetcnc.gamespy.com/renfinal/>

I am at Backstory pages.

Still much to do, jesus that will be long

The menu still needs a hero to be fixed the problem is on the flash anim file.

Subject: Re: Renegade Website

Posted by [idebo](#) on Mon, 20 Feb 2006 21:20:43 GMT

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Awesome!

Subject: Re: Renegade Website

Posted by [Goztow](#) on Mon, 20 Feb 2006 22:03:13 GMT

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I'm figuring out a way to link the news to a subforum of renegadeforums.com . It ain't all that hard, but I'll need some info later on. Am testing with a local fud forum install now.

Subject: Re: Renegade Website

Posted by [bandie63](#) on Mon, 20 Feb 2006 22:36:06 GMT

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Links aren't showing up in the sidebar, Firefox 1.5

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Tue, 21 Feb 2006 06:44:26 GMT

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bandie63 wrote on Mon, 20 February 2006 17:36Links aren't showing up in the sidebar, Firefox 1.5

O rly? Did you read my post?

Subject: Re: Renegade Website

Posted by [Crimson](#) on Tue, 21 Feb 2006 07:25:19 GMT

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Goztow wrote on Mon, 20 February 2006 15:03I'm figuring out a way to link the news to a subforum of renegadeforums.com . It ain't all that hard, but I'll need some info later on. Am testing with a local fud forum install now.

FUDAPI is your friend.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Tue, 21 Feb 2006 07:49:47 GMT

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Crimson wrote on Tue, 21 February 2006 02:25Goztow wrote on Mon, 20 February 2006 15:03I'm figuring out a way to link the news to a subforum of renegadeforums.com . It ain't all that hard, but I'll need some info later on. Am testing with a local fud forum install now.

FUDAPI is your friend.

Donno what FUDapi is but I already did it myself . It's easier scripting your own scripts if you need to implement them in an existing website. And it won't contain unnecessary stuff .

Subject: Re: Renegade Website

Posted by [light](#) on Tue, 21 Feb 2006 09:25:22 GMT

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Left links don't work, Opera 8.5.

Lets examine this site shall we. It requires Javascript, which it shouldn't. A site with JavaScript should still work fine without JavaScript.

It only works in IE, which it shouldn't. It has no DOCTYPE, or other proper syntax, so is unlikely to work on multiple browsers. (As is the case right now)

Your using FONT tags, which you shouldn't.

(As far as I know, Firefox handles divs fine, it behaves like opera does, it's IE that's bad)

Just look at this: <http://validator.w3.org/check?uri=http%3A%2F%2Fwww.cncreborn.planetcnc.gamespy.com%2Frenfinal%2F> if this doesn't show up green, then your site isn't a valid web page at all, browsers can only compensate a certain amount for bad markup.

Subject: Re: Renegade Website

Posted by [DreamWraith](#) on Tue, 21 Feb 2006 11:48:46 GMT

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problem with the menu is most likely due to deprecated actionscript functions being used. as judges by the source code, the flash version was 5. current version is 8. although 8 is still

backwards compatible with Actionscript 1 (flash8 uses actionscript2) i have witnessed several instances where flash 5 AS1 syntax was read as malformed syntax in flash 8 AS2

Subject: Re: Renegade Website

Posted by [DreamWraith](#) on Tue, 21 Feb 2006 11:51:18 GMT

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light wrote on Tue, 21 February 2006 03:25Left

Just look at this: <http://validator.w3.org/check?uri=http%3A%2F%2Fwww.cncreborn.planetcnc.gamespy.com%2Frenfinal%2F> if this doesn't show up green, then your site isn't a valid web page at all, browsers can only compensate a certain amount for bad markup.

Actually, since there is no DOCTYPE specified in the meta of the page, the w3c checker uses a default strict type. Therefore, as i looked through that page, many of the so-called errors, are simply things that were compliant, but, are not valid HTML 4.01 Transitional

Subject: Re: Renegade Website

Posted by [Goztow](#) on Tue, 21 Feb 2006 12:33:50 GMT

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NEWSFLASH: we just started with this website.

Other news: this is the website as Westwood put it up in 2002. Ofcourse it gives problems and it is badly scripted for firefox which didn't exist or which existed in another form that was hardly used.

The real question is: do we want to keep the original with these problems or make a new one which looks like it but will never be 100 % the same.

I'm going to clean up the code, but we don't have teh flash file and the swf is protected against opening with Flash. So IMO you can already forget about modifying the flash to make it work. Someone could redo from scratch but it will never be the same, everyone knows that.

Now this is clear, we will ask for help and let's start with this. If anyone has a good SWF 2 FLA (flash decompiler), full version (the demo doesn't do the trick) then please do PM me and/or renardin6. Maybe we can then at least get a flash-file which we can modify slightly so maybe we get a chance to make it work in Firefox.

Don't forget this whole thing is also copyrighted. EA may give permission to use it be to change files? Might be another problem...

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Tue, 21 Feb 2006 12:38:11 GMT

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hey light, thank you for your comment but we know what you say. It's under work.

(that means it's not final or finished. And the main problem is the flash anim, as offline, even the flash works on firefox 1.5 and opera 8.5 ->

<http://www.renegadeforums.com/index.php?t=getfile&id=731 &private=0>)

Subject: Re: Renegade Website

Posted by [Dave Mason](#) on Tue, 21 Feb 2006 18:13:00 GMT

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Goztow wrote on Tue, 21 February 2006 12:33NEWSFLASH: we just started with this website.

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Don't forget this whole thing is also copyrighted. EA may give permission to use it be to change files? Might be another problem...

Stop being such an arrogant little shit. Light was simply pointing out problems not slating the website.

Subject: Re: Renegade Website

Posted by [light](#) on Tue, 21 Feb 2006 20:17:25 GMT

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I was kinda slating it. I thought because of the 'renfinal' folder on the last URL you thought you were nearing completion.

If your gonna fix it up thats fine. (I'm willing to help if ya want, but no-one has approached me)

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Tue, 21 Feb 2006 22:52:16 GMT

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thx for the submission, we need someone who is a genius of flash and could crack and make it work online and not only offline.

I sent the files to Silent_Kane. I am sure he will find a way.

Subject: Re: Renegade Website

Posted by [Crimson](#) on Wed, 22 Feb 2006 01:54:34 GMT

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I mention FUDAPI because it will ensure compatibility through database changes and upgrades over time. If you're just querying the database it's POSSIBLE that one day it could break.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Wed, 22 Feb 2006 07:48:57 GMT

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Crimson wrote on Tue, 21 February 2006 20:54I mention FUDAPI because it will ensure compatibility through database changes and upgrades over time. If you're just querying the database it's POSSIBLE that one day it could break.

I finished the script now and implemented it in the website. I google'd fudapi but didn't really find anything useful.

The script is made in a way that small changes should be picked up. It is linked with the configuration file of your FUD forum that you had to fill in when you set the forum up.

Only in case of big changes in the database, you might have problems. I'm not sure how fudapi works but I fail to see how fudapi could preview these without an update of its system, seeing as the fud forums themselves aren't made to be able to preview it without large code changes.

Thanks for the hints though! And more info on fudapi is welcome .

Another question: does anyone think it's useful to replace the javascript with php that does the same thing?

Subject: Re: Renegade Website

Posted by [light](#) on Wed, 22 Feb 2006 09:35:09 GMT

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Goztow wrote on Wed, 22 February 2006 20:48

Another question: does anyone think it's useful to replace the javascript with php that does the

same thing?

Server-side is always better than client side.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Wed, 22 Feb 2006 09:37:36 GMT

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light wrote on Wed, 22 February 2006 04:35Goztow wrote on Wed, 22 February 2006 20:48
Another question: does anyone think it's useful to replace the javascript with php that does the same thing?

Server-side is always better than client side.

Then so be it .

Subject: Re: Renegade Website

Posted by [light](#) on Wed, 22 Feb 2006 22:09:07 GMT

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Well, what I should say is "Use server side unless it's use would cause the server to become overloaded."

For e-commerce it makes sense to validate forms client-side, to save server load, but for a site like this, server-side shouldn't cause any problems, and will be accessible to those without Javascript.

Subject: Re: Renegade Website

Posted by [msgtpain](#) on Thu, 23 Feb 2006 02:35:23 GMT

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light, I completely disagree with you on about 6 different levels. Today's Web servers can handle any form or request you send them, along with thousands of others simultaneously; there is absolutely no reason to script something client side to "take the load off the server". The primary reason for client side validation is to ensure that the client is doing its job.. the client is half of the equation in a client/server environment, we don't live in the era of dumb terminals anymore. There is no reason that a client can't take care of its own information: it can display it, it can validate it, it can tell you when you haven't completed something or completed it incorrectly. If you want to be proactive in ensuring data integrity, it's the clients responsibility to make sure that they're only sending in what the server expects to see.

Your thinking is along the same lines as developers in the late 1990's - early 2000's: "We have to make sure that we don't exclude anyone in the world that may want to view our Web page." You know what? technology expands, and the primary reason is because those same users expect to see something interesting, and something that will keep them coming back. We're no longer

creating pages which fit in a 640x480 window so our Web TV friends can see it too.. if they're using Web TV: fuck'em. I'm not going to limit my creativity to make sure the 0.15% of the population can see my page the same way everyone else sees it.

The browser makers have worked hard to perfect the DOM, to make it easy to access and manipulate data on the client side easily.. but you know what? You have to use JavaScript right along with it.. you can't just go "poof", and it's definately poor design to make a server call just to change something on your page.

Developers are working hard to make it easy for you and I to make dynamic, interactive Web sites which keep our viewers coming back for more. If you don't intend on embracing that technology, you might as well set yourself up a BBS; or is that before your time?

Subject: Re: Renegade Website

Posted by [light](#) on Thu, 23 Feb 2006 03:44:21 GMT

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msgtpain wrote on Thu, 23 February 2006 15:35light, I completely disagree with you on about 6 different levels. Today's Web servers can handle any form or request you send them, along with thousands of others simultaneously; there is absolutely no reason to script something client side to "take the load off the server".

I don't have any stats to back up my opinion on that, so I won't argue it.

msgtpain wrote on Thu, 23 February 2006 15:35The primary reason for client side validation is to ensure that the client is doing its job.. the client is half of the equation in a client/server environment, we don't live in the era of dumb terminals anymore.

We are moving back that way, look at Citrix or other systems that use virtualisation. You centralise the maintenance to the servers. It's one way to do it.

msgtpain wrote on Thu, 23 February 2006 15:35There is no reason that a client can't take care of its own information: it can display it, it can validate it, it can tell you when you haven't completed something or completed it incorrectly. If you want to be proactive in ensuring data integrity, it's the clients responsibility to make sure that they're only sending in what the server expects to see.

And clients without Javascript? Clients who disable it? Clients without Flash? You alienate them, or force them to use the medium you choose.

msgtpain wrote on Thu, 23 February 2006 15:35Your thinking is along the same lines as developers in the late 1990's - early 2000's: "We have to make sure that we don't exclude anyone in the world that may want to view our Web page."

People still believe that today. I work in an organisation that believes that exact statement. Where I live dial-up is still rife, so are 800x600 screens. I don't expect everyone to have Broadband and a 1204+ to experience my site properly.

msgtpain wrote on Thu, 23 February 2006 15:35You know what? technology expands, and the primary reason is because those same users expect to see something interesting, and something that will keep them coming back. We're no longer creating pages which fit in a 640x480 window so our Web TV friends can see it too.. if they're using Web TV: ****'em. I'm not going to limit my creativity to make sure the 0.15% of the population can see my page the same way everyone else sees it.

No, but i make 800x600 sites. You can get very creative with CSS I think.

msgtpain wrote on Thu, 23 February 2006 15:35The browser makers have worked hard to perfect the DOM, to make it easy to access and manipulate data on the client side easily.. but you know what? You have to use JavaScript right along with it.. you can't just go "poof", and it's definately poor design to make a server call just to change something on your page.

Javascript can definately help validation, but if a client doesn't have JS what do you do?

I know companies that make JS that will gracefully degrade to work in IE4.

Besides, Flash games etc. are fine, but using flash for the navigation, and not having a fallback can lose you the 50 year old customer who has IE5, Windows 98SE and doesn't know how to install flash.

msgtpain wrote on Thu, 23 February 2006 15:35Developers are working hard to make it easy for you and I to make dynamic, interactive Web sites which keep our viewers coming back for more. If you don't intend on embracing that technology, you might as well set yourself up a BBS; or is that before your time?

Sounds like the .NET system to me. It can be all fancy and flash, and there are some great flash-based sites out there, but I prefer fast, clean HTML to flash which i have to wait to load. (256/128k broadband, it's very common over here).

Bottom line, we have 2 different view of how the web should look. Web 2.0 is fine, but it's not for me.

You of course have right of reply. If you would like to open a new thread, save confusing this topic, I am interested to see how this plays out. (If you make a new topic I will edit out this post and make it there)

Subject: Re: Renegade Website
Posted by [msgtpain](#) on Thu, 23 Feb 2006 03:48:22 GMT
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Why make a new post? you've given them all your opinions as to why they should code the site one way, I've given you all mine as to why they should let their creativity flow. We're both still talking about the Web page this thread was created for.

Subject: Re: Renegade Website

Posted by [light](#) on Thu, 23 Feb 2006 06:37:04 GMT

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Most times I get into an argument it tends to last a good 2 or 3 pages, I didn't want to clutter this thread.

But if your happy to leave it as it is this can officially be the most polite argument i've had online.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Thu, 23 Feb 2006 07:41:30 GMT

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The website's design WILL NOT CHANGE. It's a choice that was made at the very start. The only thing that will change is the coding and actually making it work as good as possible. However, I still doubt that we'll be able to make the Flash work in Firefox as we simply do not have the source file (.fla). So there could possibly be made a Firefox version, how much I myself would hate to see that happen because I mainly agree with Light on this subject. Make it nice but make it work for as many persons as possible.

So the work on this site is rather technical than redesign.

Subject: Re: Renegade Website

Posted by [Crimson](#) on Thu, 23 Feb 2006 08:47:57 GMT

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Well, I don't think it would be entirely fatal to just use images for the links using the same font as the Flash file. We lose the 'cool' cursor but it's a sacrifice I don't see as being a big deal.

Subject: Re: Renegade Website

Posted by [light](#) on Thu, 23 Feb 2006 09:41:00 GMT

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I think I could get pretty close to that left nav with pure CSS and the background image.

The left down-arrows should be fine to add, and you could have a "nav" div, with ul li and ul ul li styles applied to them.

I can try it once I get back to uni (next week, busy this weekend), but there is no point me putting in the work if you won't use it.

As for the cursor, can it be done in Javascript?

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Thu, 23 Feb 2006 09:46:17 GMT

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well I agree with crimson, but light, if you do the menu, go for it if it's good, we will use it of course

Subject: Re: Renegade Website

Posted by [Goztow](#) on Thu, 23 Feb 2006 10:39:08 GMT

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I think we could just have the background and put small table columns on it that change color when hovering (CSS). Light, maybe you can add me in MSN and if I haven't gotten to it by next week yet, we can contact each other. All help/ideas are welcome.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Thu, 23 Feb 2006 17:37:23 GMT

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Ok goz, make me the index.html or php (whatever) ready with all files needed and comments, and from 03 march to 16 march, I am on vacancy, I will then finish the whole site. Just make the first page ready with the good code, I will handle the rest.

Light, go with your menu, just make it as close as possible to the one we had for the old website and I will add or change the categories. So if you make one title + one subtitle, I can handle the rest. I have the whole backup.

For the flash, Silent_Kane is the last hope.

Subject: Re: Renegade Website

Posted by [light](#) on Thu, 23 Feb 2006 20:58:53 GMT

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Goztow wrote on Thu, 23 February 2006 23:39I think we could just have the background and put small table columns on it that change color when hovering (CSS). Light, maybe you can add me in MSN and if I haven't gotten to it by next week yet, we can contact each other. All help/ideas are welcome.

I don't give out my MSN freely, but you can have my GTalk, or Gizmo ID. Or find me on irc.frfall.com.

As for the tables, whilst it would work, strictly speaking, tables are for tabular data, they aren't the best way to do layout. I will try without them, see how well I can get it to work.

Subject: Re: Renegade Website

Posted by [kopaka649](#) on Fri, 24 Feb 2006 00:59:50 GMT

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Hmm. I decompiled it, and there doesn't seem to be problems at first glance. Don't have time to have a good look at it, plus I'm a bit rusty on actionscripy. The actual load command is
'loadVariablesNum("navinit.txt", 0);', would the spaces mess it up?
edit: there's a load of spaces between navinit.txt and ", 0);', but it doesn't show.

It probably is messed up elsewhere, because it does look like it's accessing the variables loaded onto level 0. The actual bug might be in the actual drawing part (frame 6)

Subject: Re: Renegade Website

Posted by [Goztow](#) on Fri, 24 Feb 2006 07:40:27 GMT

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I took a day off wednesday to finish what I want to do with it. You'll get the front page and an inside page if you like. It could be that we want some inside pages.

I just want to split the file into several files which will make it much easier to edit content later on.

This takes time if we want to do it correctly so please don't hurry things. You should be able to get what you asked by the 3th though.

Kpoka, could you get a closer look into the actionscript? I also decompiled it but I don't know anything about actionscripts .

Subject: Re: Renegade Website

Posted by [Renarding6](#) on Fri, 24 Feb 2006 07:43:44 GMT

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yeah, possible but can you explain this:

When I launch the website with the flash menu from my HDD (so offline), it works on IE, Firefox 1.5 & Opera 8.52.

So why is it f*cked online? Frame 6 you say? Well if someone can go deeper in the code or redo the whole first page using the flash menu, then we could have maybe the bug resolved.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Fri, 24 Feb 2006 07:46:24 GMT

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Renardin6 wrote on Fri, 24 February 2006 02:43yeah, possible but can you explain this:

When I launch the website with the flash menu from my HDD (so offline), it works on IE, Firefox 1.5 & Opera 8.52.

So why is it f*cked online? Frame 6 you say? Well if someone can go deeper in the code or redo the whole first page using the flash menu, then we could have maybe the bug resolved.

I noticed it keeps waiting for a reply of the website for a long time. This makes me think that Firefox doesn't like the link to the file once it is online. Maybe if we could change the link in stead of xxx.txt to the complete adress <http://www.xxx.com/xxx.txt> ? Just guessing.

Strange thing, when I put it on my local website (localhost) it also loads the flash file without problems.

Subject: Re: Renegade Website

Posted by [light](#) on Sun, 26 Feb 2006 00:27:39 GMT

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Possibly a premissions setting. Browsers are happier to lower their security settings for local content.

Subject: Re: Renegade Website

Posted by [Ma1kel](#) on Sun, 26 Feb 2006 14:51:42 GMT

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The menu also doesnt work with FireFox for me. When I first visited the offical site, around 2003 everything worked on IE. But in 2004 it got corrupted and I couldn't see the menu even while using IE.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Mon, 27 Feb 2006 07:47:48 GMT

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Little update: I finish my recoding and the new menu wednesday. My work is 95 % done now, just to need check and recheck.

Subject: Re: Renegade Website

Posted by [light](#) on Mon, 27 Feb 2006 09:58:06 GMT

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Does this mean your not interested in me completing the CSS-based menu?

Subject: Re: Renegade Website

Posted by [Goztow](#) on Mon, 27 Feb 2006 10:06:03 GMT

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light wrote on Mon, 27 February 2006 04:58Does this mean your not interested in me completing the CSS-based menu?

Up to renardin to decide, I'm only doing the stuff he asked me to do. I'm going to send him everything and then he'll do whatever he needs to do with it. I think it would be very useful if you took a look at it, but the contact ways you gave me don't permit me to get in contact with you, knowing I only have IRC of that list and I won't idle in a channel for hours knowing that we live in very different timezones. PM your mail or MSN and I'll let you have a look. (can't do it now, am at work)

Subject: Re: Renegade Website

Posted by [light](#) on Tue, 28 Feb 2006 05:46:54 GMT

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My work in progress:

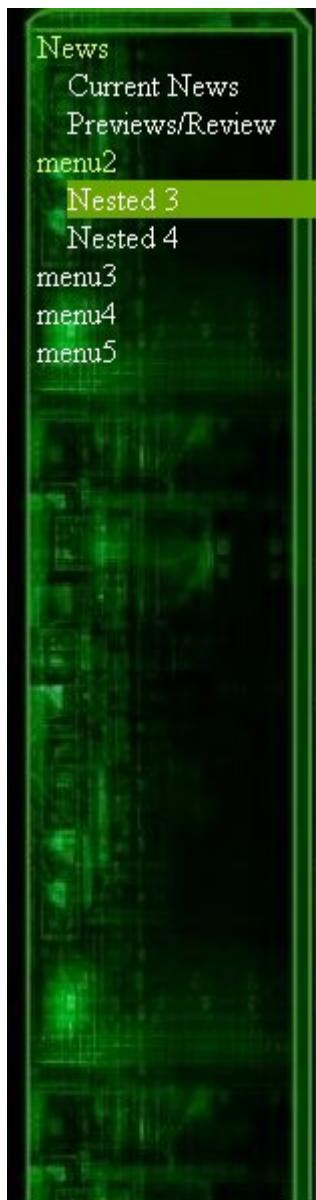
If anyone knows the font they use, i'd appreciate it. It's not as flashy as the Flash one (duh), but it will be accessible by all browsers. (Right now the spacing in IE is out, this shot is from opera with firefox looking the same.

Edit. Ok, here is a second WIP that gives a better idea. The background image is just a .jpg now (1 pixel wide, 14 high), but I am wondering if someone wants to make a GIF version, and I can see if i can get it to work, so it looks 'live'.

(The first frame will have to be the brightest one, else people with gif animation disabled will have issues)

File Attachments

1) [wip.jpg](#), downloaded 468 times



2) [wip2.jpg](#), downloaded 454 times



Subject: Re: Renegade Website

Posted by [Goztow](#) on Tue, 28 Feb 2006 09:06:10 GMT

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I tried animated GIF, it is impossible. GIF doesn't support half transparency, making the effect that is used by the flash impossible.

Subject: Re: Renegade Website

Posted by [light](#) on Tue, 28 Feb 2006 09:15:50 GMT

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That true, but I can use CSS to set it as the background image, thus creating the illusion. It won't look exactly the same, but this is CSS, not Flash.

Subject: Re: Renegade Website

Posted by [Renarding6](#) on Tue, 28 Feb 2006 17:43:24 GMT

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can you show a preview?

Subject: Re: Renegade Website

Posted by [pvtorschlag](#) on Thu, 02 Mar 2006 05:30:23 GMT

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The fix for the menu problem is very simple. It appears that Firefox/Opera don't like to retrieve files

ending in %20 from a remote web server, while IE just chops off the %20's. I give you my fix for it.

http://crunge.org/lee/ren/nav_ext.swf

I simply hex edited the file to replace the %20's with -'s. So all you have to do is rename the navinit.txt file to:

navinit.txt-----

And use my hexed nav_ext.swf.(link above duh) Then it should work perfectly as now Firefox/Opera don't get a 404 when requesting the file.

There may be an even better way to get it to work, but this is a quick and dirty fix.

Also if you would like my assistance for any other issues or problems regarding any web development problems feel free to join irc.crunge.org #crunge as I am always there. I also idle around on n00bstories irc so you may find me there too.

Enjoy!

Subject: Re: Renegade Website

Posted by [Goztow](#) on Thu, 02 Mar 2006 07:45:35 GMT

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Ow, great work! Very nice indeed! I'll test it out tonight and insert in the website.

Subject: Re: Renegade Website

Posted by [Renarding6](#) on Thu, 02 Mar 2006 10:10:12 GMT

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pvtshlag wrote on Wed, 01 March 2006 23:30The fix for the menu problem is very simple. It appears that Firefox/Opera don't like to retrieve files ending in %20 from a remote web server, while IE just chops off the %20's. I give you my fix for it.

http://www.sspanzercrew.com/lee/ren/nav_ext.swf

I simply hex edited the file to replace the %20's with -'s. So all you have to do is rename the navinit.txt file to:

navinit.txt-----

And use my hexed nav_ext.swf.(link above duh) Then it should work perfectly as now Firefox/Opera don't get a 404 when requesting the file.

There may be an even better way to get it to work, but this is a quick and dirty fix.

Also if you would like my assistance for any other issues or problems regarding any web development problems feel free to join irc.crunge.org #crunge as I am always there. I also idle around on n00bstories irc so you may find me there too.

Enjoy!

WOW. THANK YOU SO MUCH!

Interested in beta test of cnc reborn? I will ask the team if we can add you to beta testers.

Subject: Re: Renegade Website
Posted by [pvtorschlag](#) on Thu, 02 Mar 2006 13:43:27 GMT
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Thanks, I'd love to beta test it.

Subject: Re: Renegade Website
Posted by [Renarding6](#) on Thu, 02 Mar 2006 20:43:59 GMT
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Regsiter on our forum first.

Anyway, here is something I found on the old renegade website:

File Attachments

1) [monalisa_havoc2.jpg](#), downloaded 638 times



Subject: Re: Renegade Website
Posted by [pvtorschlag](#) on Thu, 02 Mar 2006 20:45:19 GMT
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I am already registered on them.

And that is funny.

Subject: Re: Renegade Website
Posted by [ben5015se](#) on Fri, 03 Mar 2006 03:26:08 GMT
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gah i was gunna do this when i was trying to remake the renegade beta all i finished was the beta sign up webpage..
i still have it if anyone wants it

i *might* be able to help with the test your computer to see if ren runs thingy
*cough*decom*cough*pile*cough*

Subject: Re: Renegade Website
Posted by [Feetseek](#) on Fri, 03 Mar 2006 03:34:29 GMT
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lol that picture is both funny and disturbing at the same time!

Subject: Re: Renegade Website

Posted by [light](#) on Fri, 03 Mar 2006 03:34:38 GMT

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Well since the flash is working I guess my menu thing isn't needed.

I would like you guys to include and alternate way to navigate the site for those without Flash. Putting something as important as navigation in flash isn't recommended without some sort of fallback option.

Subject: Re: Renegade Website

Posted by [pvtorschlag](#) on Fri, 03 Mar 2006 03:57:53 GMT

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I agree with light. There should be something that replaces the flash menu in case the browser does not have the Flash Player installed. Possibly his CSS menu could replace it in this case.

Subject: Re: Renegade Website

Posted by [msgtpain](#) on Fri, 03 Mar 2006 04:40:02 GMT

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We're not talking about the CNFN Retirement Benifit Information Web site here.. it's a game site where 99.9% of all users are between the ages of 12-30 and have spent the last 15 years on the Internet....

They have Flash.. I promise.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Fri, 03 Mar 2006 09:29:29 GMT

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Recoding is done now. I sent it to renardin who will send it to Crimson I suppose. After some first testing, I'll modify where needed.

Subject: Re: Renegade Website

Posted by [light](#) on Fri, 03 Mar 2006 10:05:44 GMT

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msgtpain wrote on Fri, 03 March 2006 17:40We're not talking about the CNFN Retirement Benefit Information Web site here.. it's a game site where 99.9% of all users are between the ages of 12-30 and have spent the last 15 years on the Internet....

They have Flash.. I promise.

Pft, yeah right. I know Renegade players who can't take screenshots, how are they supposed to install Flash? It doesn't come as standard, and a few won't even know what it is, let alone where to get it and how to install it.

You could deliberately exclude them for not having Flash, but that's not really fair is it? (Then there are the 56kers, there are plenty still out there, and those who disable Flash by default, like myself)

Subject: Re: Renegade Website

Posted by [msgtpain](#) on Fri, 03 Mar 2006 10:57:30 GMT

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if you disable flash intentionally, then you are the one at fault, not the developer.. You know what it is, you know what you're missing, and you chose that path.

If you publish the swf and the html file, then copy the basic code from that html file in to your own document, the embed tag ingeniously points you to the cab file on the macromedia server.. so if, as you say, they are dumb enough to not know what flash is, the web page itself will direct them to macromedia's site to install it..

it's not rocket science.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Fri, 03 Mar 2006 11:15:25 GMT

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The swf is 47 KB, no problem for 56k'ers i think. If Flash doesn't work, it will give you a link to where you can download the free player.

Anyway, the choice is up to Crimson I guess as I made a config file where you can easily setup many things, one being the choice to use Flash or not.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Fri, 03 Mar 2006 11:36:13 GMT

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I will start to rebuild the whole website from your files and believe me, I will use flash only for the menu.

47kb isn't a big deal as said. I don't care is somebody is cheap enough to not download 47kb...

And who the f*ck(sorry) is still using a 56k modem nowadays?

Subject: Re: Renegade Website

Posted by [WNxCABAL](#) on Fri, 03 Mar 2006 14:37:30 GMT

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Us british!

We still get sold Dial up over here!

But we also get sold 8mb.

I'll have that soon enough, but I'm currently on a 512kb

Subject: Re: Renegade Website

Posted by [Dave Mason](#) on Fri, 03 Mar 2006 15:25:33 GMT

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Fastest internet I can get around here is 512kbps.

Subject: Re: Renegade Website

Posted by [light](#) on Fri, 03 Mar 2006 21:31:53 GMT

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msgtpain wrote on Fri, 03 March 2006 23:57If you disable flash intentionally, then you are the one at fault, not the developer.. You know what it is, you know what you're missing, and you chose that path.

True, but it gets rid of annoying flash adverts. I have yet to see someone require flash for a navigation system without the whole site being flash-based.

msgtpain wrote on Fri, 03 March 2006 23:57If you publish the swf and the html file, then copy the basic code from that html file in to your own document, the embed tag ingeniously points you to the cab file on the macromedia server.. so if, as you say, they are dumb enough to not know what flash is, the web page itself will direct them to macromedia's site to install it..

it's not rocket science.

No its not, but my parents used to have trouble figuring out how to send email. Not everyone is tech-savvy. I expect some will download it then not know what to do with it.

Subject: Re: Renegade Website
Posted by [Aircraftkiller](#) on Fri, 03 Mar 2006 21:59:37 GMT
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You're arguing for having more dumbasses join us?

Subject: Re: Renegade Website
Posted by [msgtpain](#) on Fri, 03 Mar 2006 22:01:28 GMT
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If it were a downloaded .exe, I may somewhat agree with you.. But Macromedia has gone to great lengths to ensure that it is a seamless process.. When you don't have flash, and the object tag directs you to Macromedia's site, the page you are greeted with has a simple "install" button on it. in about 30 seconds, you have flash installed.. No running an .exe, no restarting the browser, etc. You're taken to the proper page, you click a most obvious link, and flash now works on your system.

You keep reverting your argument to "your parents e-mail", or some other similar inexperienced person analogy. My mom calls me when she accidentally hides her task bar and thinks windows is broken... But we're not talking about our parents, we're talking about a gaming Web site. Knowing your audience is one of the single most important aspects of how you develop a Web site. If they can't install Flash, I'm sort of left wondering how they're going to play the game.

Subject: Re: Renegade Website
Posted by [pvtorschlag](#) on Fri, 03 Mar 2006 22:24:21 GMT
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I know of one aspect of web design that is more important then "knowing your audience", and that is to insure compatibility for the widest range of users possible. I see no problem with adding an alternative to the flash menu for when the user doesn't have flash. Also you are correct about Macromedia trying their hardest to make the flash install seamless, but the fact is that there are way too many variables between systems for this to always work. Having flash not display on sites is a common issue, and there are several ways to check if the user has flash installed and if they not just simply replace it with a basic html/css menu. The way of auto installing it does not work with everyone.

So basically it is plain and simple. If you want to have the widest possible user base, then you must insure compatibility with as many users as possible. Having something as important as navigation not compatible with all users is a major mistake in any web design. Then again all the choices are up to the designer, if they don't care then why should we?

Aircraftkiller wrote on Fri, 03 March 2006 16:59 You're arguing for having more dumbasses join us?

Not everyone is a dumbass by choice. Some just haven't had the opportunity to learn yet.

Subject: Re: Renegade Website

Posted by [Renarding6](#) on Fri, 03 Mar 2006 23:56:24 GMT

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msgtpain wrote on Fri, 03 March 2006 16:01If they can't install Flash, I'm sort of left wondering how they're going to play the game.

I think exactly the same.

Subject: Re: Renegade Website

Posted by [Demolition man](#) on Sat, 04 Mar 2006 00:32:17 GMT

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Whats flash?

Subject: Re: Renegade Website

Posted by [dal11](#) on Sat, 04 Mar 2006 13:19:16 GMT

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A comic superhero that goes fast with a big lightningbolt on his chest.

Subject: Re: Renegade Website

Posted by [Renx](#) on Sat, 04 Mar 2006 13:26:03 GMT

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I like Flash and I think we should add him to the site.

Subject: Re: Renegade Website

Posted by [Demolition man](#) on Sat, 04 Mar 2006 23:48:34 GMT

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Does he use msn?

Subject: Re: Renegade Website

Posted by [Aprime](#) on Sun, 05 Mar 2006 02:10:02 GMT

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Unlike MacGyver, Flash only uses his bare hands.

Subject: Re: Renegade Website
Posted by [Renarding6](#) on Sun, 05 Mar 2006 03:58:15 GMT
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OMG, he is here!

Subject: Re: Renegade Website
Posted by [Renx](#) on Sun, 05 Mar 2006 04:24:57 GMT
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See, it wasn't that hard to download him now was it.

Subject: Re: Renegade Website
Posted by [Demolition man](#) on Sun, 05 Mar 2006 13:21:32 GMT
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Jack bauer > flash

Subject: Re: Renegade Website
Posted by [Lijitsu](#) on Sun, 05 Mar 2006 13:37:18 GMT
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Batman > World

Subject: Re: Renegade Website
Posted by [Demolition man](#) on Sun, 05 Mar 2006 17:29:19 GMT
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batman is a spoiled rich kid with nice toys. Without the toys he is nothing.

Subject: Re: Renegade Website
Posted by [Feetseek](#) on Mon, 06 Mar 2006 05:30:26 GMT
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Would his butler be considered a toy?? Anyways, Batman Begins was a great movie

Subject: Re: Renegade Website

Posted by [Oblivion165](#) on Mon, 06 Mar 2006 05:39:25 GMT

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Demolition man wrote on Sun, 05 March 2006 08:21 Jack bauer > flash

He was better in the lost boys, and stand by me. Now he is just an old man on another go nowhere, unrealistic show. Just like alias.

As for Batman, it doesnt matter how many toys you have, you cant take anyone and make him into a Batman figure. Keaton was the best.

Blue Flash was better.

Subject: Re: Renegade Website

Posted by [Feetseek](#) on Mon, 06 Mar 2006 05:50:38 GMT

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Who's blue flash???

Subject: Re: Renegade Website

Posted by [Crimson](#) on Mon, 06 Mar 2006 07:08:32 GMT

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Stay on topic.

Subject: Re: Renegade Website

Posted by [pvtorschlag](#) on Mon, 06 Mar 2006 20:39:34 GMT

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So, anymore progress with the site?

Subject: Re: Renegade Website

Posted by [Goztow](#) on Mon, 06 Mar 2006 22:45:50 GMT

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Renardin just mailed me that he received my pages. He's remaking lots of pages so could still take a little while .

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Wed, 08 Mar 2006 14:26:47 GMT

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<http://www.renegadecommunity.com/> (note that the news were posted to check some stuff.)

Goz, could you modify the code of the news fud page so we see:
the name of the poster, the date, the time and the number of comments and also add a link: "post a comment".(using fud forum so)

Almost done:

To fix:

Tournament/Clan pages with XWIS and not the old WOL stuff.

Fix solo missions pages (must still be added)

Fix Gallery (add each images)

Changes done:

Mails redirect to crimson's mail.

Mod tools download redirect to gmax + the workaround to register.

Changes planned:

Check the fan site section, update the wallpaper gallery as it's ugly and more to come for BHS, Renguard and everything about Renegade.

To crimson: moderated forum is a bad idea, I think we should do as planetcnc: you send your news by mail and then if it's ok, the news poster will post it. So people can post comments on news and such...

Subject: Re: Renegade Website

Posted by [Goztow](#) on Wed, 08 Mar 2006 15:41:40 GMT

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I see that there is some fine tuning I can still do indeed . Note that if you want to link to a renegadeforums.com subforum, you will need to put the two sites on the same computer.

I'll have a look at it soon .

Big thanks to Renardin who must have put lots of time in it to make it all work like it used to (all content, ...)!

Subject: Re: Renegade Website

Posted by [Dave Mason](#) on Wed, 08 Mar 2006 16:12:45 GMT

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The flash menu doesn't work on some pages.

Nice work so far.

Subject: Re: Renegade Website

Posted by [Crimson](#) on Wed, 08 Mar 2006 16:30:01 GMT

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Goztow wrote on Wed, 08 March 2006 08:41Note that if you want to link to a renegadeforums.com subforum, you will need to put the two sites on the same computer.

They are on the same computer...

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Wed, 08 Mar 2006 16:38:20 GMT

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DJM wrote on Wed, 08 March 2006 09:12The flash menu doesn't work on some pages.

Nice work so far.

Which pages?

Subject: Re: Renegade Website

Posted by [Crimson](#) on Wed, 08 Mar 2006 16:39:32 GMT

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Renardin6 wrote on Wed, 08 March 2006 07:26

To crimson: moderated forum is a bad idea, I think we should do as planetcnc: you send your news by mail and then if it's ok, the news poster will post it. So people can post comments on news and such...

If you honestly think I'm going to want to cut and paste news items like that you're nuts. However, the moderation feature on FUDforum would mean comments have to be moderated, too, which is not cool. So, maybe I'll have to make another forum for people to post news and then the threads can be moved to the "magic" forum.

Subject: Re: Renegade Website

Posted by [Dave Mason](#) on Wed, 08 Mar 2006 17:04:09 GMT

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Opera 8.51

I'm not going to go through every single page and check but the ones I noticed were "Clan Admin" and "Champions".

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Wed, 08 Mar 2006 17:59:12 GMT

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it's because it's the westwood pages there. Until we get the right info to put on those pages, those will stay as they are. So it's normal if you don't see a menu there.

Subject: Re: Renegade Website

Posted by [Nightma12](#) on Wed, 08 Mar 2006 19:22:28 GMT

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y not add a page on the FDS page with a list to download bots?

Subject: Re: Renegade Website

Posted by [nastorm](#) on Wed, 08 Mar 2006 19:22:51 GMT

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wow excellent job, I never thought I'd see that site up and running again. Thanks for all the work you guys are putting into this . I like the idea of having a centralized Renegade site, this forum works well but when you've got enough forums to check each day and are trying to keep up with a massive work load outside of gaming you start to fall behind and lose track of things. Thanks again

Subject: Re: Renegade Website

Posted by [pvtorschlag](#) on Wed, 08 Mar 2006 20:43:30 GMT

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It's looking great.

I'm still available if you need my help for anything else.

Subject: Re: Renegade Website

Posted by [Dave Mason](#) on Wed, 08 Mar 2006 21:02:46 GMT

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Renardin6 wrote on Wed, 08 March 2006 17:59it's because it's the westwood pages there. Until we get the right info to put on those pages, those will stay as they are. So it's normal if you don't see a menu there.

Fair enough.

Subject: Re: Renegade Website

Posted by [Goztow](#) on Wed, 08 Mar 2006 22:06:07 GMT

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Updates:

Version 1.1, 08-03-06

- fixed wrong variable in format.php
- added post date to news
- added posting user (+ link to profile) to news
- optimised links style for Flash menu. Side-effect: CSS menu will display with unwanted underlined links. Links now underlined and yellow
- added comments to the stylesheet
- added a 'comment' button with a link to the forum topic to the news

Hehe, got motivated and finished the updates. Sending to Renardin now.

Subject: Re: Renegade Website

Posted by [light](#) on Wed, 08 Mar 2006 22:53:09 GMT

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I'm pretty sure C&C should be C&C

also, there are heaps of validation errors, I find the best way to work is to start clean, rather than make it dirty and clean up later.

Subject: Re: Renegade Website

Posted by [Renardin6](#) on Wed, 08 Mar 2006 23:40:01 GMT

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Excellent Goz, can I add a last request?

I would like that when click on the title of the news, we arrive on the topic on the forum.

Subject: Re: Renegade Website
Posted by [Renarding6](#) on Thu, 09 Mar 2006 21:45:29 GMT
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Crimson can you allow people to post comments on news? it's still not enabled.

Subject: Re: Renegade Website
Posted by [Goztow](#) on Fri, 10 Mar 2006 07:44:06 GMT
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It seems to be now . Suggestion: change the post community news to one forum lower. That way it will be right beneath the news-subforum.
