
Subject: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [TNaismith](#) on Sat, 01 Aug 2009 05:27:03 GMT
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Information last updated on February 3rd, 2012

<http://www.renz0r.com/forum/forumdisplay.php?f=251>

Greetings, and a friendly hello to you.

The name is TNaismith, and I'm here to give you information about [MC] Clan. A Renegade Clan with a strong focus to get the most of Coop Gameplay on Coop-based Servers. Our full clan name is [Mission Coop] Clan. I am not the Clan-Leader.

Zorid is the current leader of our clan.

What is Coop?

By the definition us at [MC] Clan go by, Coop is basically all humans on one team fighting against AI-Controlled Players (Bots). No competitive aspects, no PvP, and no players fighting against each other on opposite teams. In Coop, the human team must work together to accomplish objectives, missions, and goals that lead to victory and achievement of each map. Teamwork, communication, respect, integrity, maturity, positive attitude, and friendly atmosphere are encouraged here to fully experience and allow the fun of Coop-based gameplay to shine.

Are there rules?

We do have rules and expectations for all clan-members. They can be viewed on our forums here [\[Click\]](#). Basically however, we value a positive environment, atmosphere, and overall personality in our clan. We don't like cheaters, we don't like ego-statistical players, we don't like jerks who always want to play competitively to be superior to others, and we don't like people that generally cause negative disruption, conflict, and problems that conflict with the clan's goals and objectives. In short, give us a reason to name you a jerk, and you can rest assured that you won't be welcome in our clan or community for very long. Play nice, maturely, respectfully, and always uphold a friendly, inclusive, and positive community to participate in.

So do you guys do Clan Matches?

No. Most of us place more enjoyment and fun on being able to work together, everyone on the same team, contributing the strengths and abilities of each person to work towards a meaningful objective and goal--to win missions on Coop servers and work together to the best extent that teamwork, fun, communication, and friendship allows. Clan Matches involve going against other human players, and as such does not fit into the goals and atmosphere of this clan. We're here to

work together with all human players, not against them.

Is there a particular server to play on?

Officially, no. However, because [MC] Clan was founded and hosted generously by the Renz0r-Gaming Renegade Community, the server almost all of us used to play on frequently at one point or another, was Renz0r's "Mission-Coop" server. As of September 2009 however, Renz0r-Gaming merged into the Exodus Community. The Renz0r "Mission Coop" server became the Exodus Coop Server. The Exodus Coop Server is the main server you will be able to find [MC] Clan Members online. At times you might find planned Coop Marathons or Clan-related activities happening there, but the entire essence of the clan extends to playing on other Coop servers too. A number of members, including myself, have played numerous times on St0rm's Extreme Coop server, and many have played on Pruserv, Gamerzone, or Germany CoopBeta, etc. The server we play on is not limited. Exodus is most likely the server where you will see most clan-based events happen, but the future definitely is not restricted alone to one server. Anywhere there is Coop, you can find [MC] Clan-members.

What else should I know?

There are many things to learn and understand about this clan. The first is that this clan isn't about 'Pvp' or 'competitive' gameplay. We don't play for stats, or points. We do not try to compete with other players on Coop servers to have the 'top rank' or 'most kills'. Every member of our team is an individual with a passion and interest for playing Renegade together cooperatively with other players to achieve goals/objectives and missions against AI-controlled players. These standards are held in high regard, so members that don't demonstrate the behavior and gameplay personality we expect of the clan are quickly dealt with.

To simply summarize, this is a Coop-based Clan with values centered around maturity, respect, teamwork, communication, friendship, trust, activity, loyalty, humility, and non-ego inspired goals. We're here to spread the fun of Coop, and to continue to build a community of close friends, support networks, and reputation of being one of the only clans in Renegade to place a strong focus on Coop-Gameplay.

Interested? Sounds like the clan for you?

If you enjoy Coop Gameplay, and you possess the qualities and characteristics we look for in potential clan-members, don't hesitate to head to our website by clicking the banner below. Find our rules, see if you can follow them, and then proceed to sign-up! We always enjoy meeting future allies, comrades, and individuals whom share the same interest and enjoyment that Coop-gameplay has to bring.

<http://www.renz0r.com/forum/forumdisplay.php?f=251>

Future information, additions, updates, or notices can be expected below.
As we grow, we will change and make new additions to the Clan.
It may be rules, events, or categories.
If your interested in [MC], check back often in this topic.
Better yet, bookmark and visit our forums! ^-^

Cheers, and we hope to see the fantastic world of Coop expand! ^.^
~ TNaismith

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Last updated on August 1st, 2009  
Renegade Coop Modding

What? -- Modding in Renegade has been around for as long as the game itself has existed. Westwood Studios knew that to create games with strong communities and lasting impact, tools and options to further define, create, and evolve the Renegade world were needed. As such, it is thanks to their decision that the Renegade Community has the tools we have today to create grand new modifications, skins, scripts, maps, and life-giving inspiration to new communities and fans of the Renegade engine. Modders, individuals, and talents from across the entire range of modding have given to us pieces of work that make this game continually fun and enjoyable to play. There are countless websites that showcase their works, and there no doubt will be many more as long as the Renegade Community stays active and alive. Perhaps Renegade ain't the hottest or newest game on the market, but for sure it's one with an unbelievable fan-base and community.

It's unbelievable! -- As such, the tools and skills to mod are easily available to those that want to take up the challenge. Renegade Coop Modding is the result of individuals with an interest in Cooperative Gameplay putting their ideas, interest, and passion to the test, and the result are some already well-known masterpieces that have given Coop Gameplay a strong reputation and rich history in Renegade.

To further expand... -- This particular section for the [MC] Clan Info topic is here to inform you that Coop Modding for Renegade is still active and growing. Perhaps not as big a project or speed as you might see with other mods for videogames, but nonetheless, there are ideas,

suggestions, projects, and behind-the-scenes work going on to bring a brand new world of Cooperative Gameplay to the Renegade Community. This isn't a mod, so don't think of it as a project that rivals Reborn, Red Alert: A Path Beyond, or any other title of similar standing. Renegade Coop Modding is simply another category of modding that is opening and welcoming newcomers and players with interest in Cooperative Gameplay.

In the future -- It is our hope that resources, tutorials, sites, and additional information about Renegade Coop Modding can be linked here, and in turn provide upcoming Coop Modders something to try and see if they like. If your interested in what's going on, stay updated, check back often, and most of all, continue to play Coop on Renegade Servers and have fun!

Regards,  
~TNaismith  
Member of [MC] Clan  
Coop Gamer Enthusiast

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Important Notice

Knowing that a public forum like this is always filled with active posters and community members, I personally extend a request for your cooperation in keeping this topic clean, and free of any inappropriate chat, behavior, flame wars, derogatory remarks, or negative discussion. I can't enforce this, but if each of you take the time to be civil, respectful, and kind when you reply to others in this topic, you'll be making the world a better place. =D You'll also have the thanks of people that appreciate mature conduct and behavior.

Moderators feel free to take out comments or posts that you see inappropriate. Your assistance and help will always be greatly appreciated. ^^

Thanks for taking the time to view this thread. If your interested in Coop, then head on over and say a friendly hello to us or check out our forums. If your more of a gamer than forumer, that's fine too. We're always glad to meet new people on Coop Servers to have fun, form new friendships, and enjoy what Cooperative Gameplay has to offer.

Peace out Renegade peeps. You guys rock for making Renegade one of the oldest and active games I've personally ever played. Later!

~TNaismith
[MC] Clan Member
Coop Gamer Enthusiast

Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [TNaismith](#) on Sat, 01 Aug 2009 05:27:55 GMT
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Last update on December 4th, 2009
Latest [MC] Clan News

December 4th, 2009

Many things to Enjoy!

Since the last news update about 3 months ago, there are a lot of amazing things that have been done in the realm of Coop. First off, the Renz0r community has merged into the Exodus community. With this change came a host of new opportunities and doors to open. The modification crew of Coop for Renz0r (Mainly Zorid, alongside Reckneya and Reaver11), joined forces with the Exodus staff to amp up and upgrade the servers being brought over from Renz0r to the hosting services of Exodus. The Coop server received a generous upgrade from an older CoopBeta version released by Zunnie to the most recent version called CoopBeta3.0. With this new Coop version, a host of new changes to the maps alone came along with it, but what has also happened is that new server-side features have been implemented as well. Through the excellent scripting abilities Renz0r founder Reckneya possesses, an improved sound system has been added that gives that extra touch of realism when the beginning of a map fires up. Zorid, clan-leader of [MC], and also lead Coop-designer inside the Exodus community, has been able to also fix a number of bugs and glitches throughout all the rotation maps. It's a 'hacky' way of fixing it, but Zorid has been doing his best to fix what he can, while also maintaining a personal motivation to continue work on his own personal Coop projects.

That's right folks. With the amazing work done by Zorid, a fully playable, and immensely fun, action-packed Coop mission for M06 has been released for hosting on the Exodus Coop Server. Already about one month into it's release, this map is the first ever home-made Coop map made inside the Exodus community by the old Renz0r team. Zorid, creator of this map, has put heart and soul into making it fun, engaging, and as free from unnecessary bugs/glitches or exploits. Also, the map builds upon the success of the other maps in the rotation, while being the first to actually have objectives that dynamically progress as players complete them. No longer will you have to worry about being back-stabbed by AI Bots that you already steamrolled after clearing a

certain area -- once you finish an objective area, that area will stay cleared. The map also encourages a deep emphasis for close knit-teamwork and cooperation. Years of veteran experience playing on the Coop server has given Zorid the insight to understand the workings of Cooperative gameplay and how it can be translated into effective missions and maps. M06 has been quoted by players as one of their favorite maps currently on the server, and it has the gameplay to back that up. Come out and try M06 today, with the addition of this being home-made, we also have the ability to quickly make bugfixes or changes to the map where needed. Zorid has the actual files that can alter the map right away, and this is one of the sole reasons why there has already been a large number of bugfixes and updates already released onto the server. M06 is already quite different from when it was first released onto the server, and we can only expect it to get better as time moves on.

In addition, one of the first Coop-Promo videos has been created and released by Reckneya. It features not only a stunning new logo for the Coop Server, but also a good look at the map M06 and what it offers players interested in taking part in Coop fun and gameplay. See it here: [\[Click Here: Mission-Coop Promo Movie - M06\]](#) This is a step forward for Coop, and the video itself is very excellently crafted and put together. We can only hope more videos like this will be shared by players whom participate regularly in the server.

Lastly, a huge welcome to two recent new teammates to the clan; ReKoil and dragon27. Both have proved over the duration of their application that they have the passion, drive, and understanding of Cooperative fun that all of us at [MC] Clan enjoy and strive for. Welcome aboard you two. ReKoil has also written a magnificent fan-fiction story surrounding the actions of [MC] Clan in a stunning, never-before-seen perspective of Coop gameplay. If you can stand reading large amounts of text, you'll even find that he has included diagrams and maps that complement the story. For a simple fan-fiction writing, ReKoil's story is something of a very passionate and dedicated feat. You can read it here: [\[Click Here: \[MC\] Story - Operation Oblivious\]](#)

Many good tidings to all of you who are fans and happy players of Coop. If you wish to get in touch with [MC] Clan, you can always visit us at our forums, or you can go to the Exodus Community website and look for the 'Coop Server' forum under the 'Renegade' section. We always look forward to meeting, chatting, and playing alongside other friendly people that have the same passion for Coop that we do. Take care of yourself as the holidays and new year draw closer! ^.^

[MC] Clan Forums
Exodus Gaming -- Coop Server Forum

~TNaismith
[MC] Clan Member
Coop Gamer Enthusiast

July 24th, 2009

The Future is Bright

[MC] Clan is further expanding our horizons and borders as we begin to seriously delve into the

possibilities of Coop Modding, a concept that uses tools for Renegade to potentially create new maps, and missions for the world of Coop. Though there is nothing official to reveal, there is work and small previews of what is happening behind the scenes at [MC] Clan. Our Clan-Leader Zorid has learned and mastered several advanced techniques of scripting in Renegade, and he is on the way to creating fantastical new maps that will play out Coop Missions like never before.

To say that this was done alone would be a deep misconduct to the many people whom have given foundation, roots, and inspiration to the endeavors in Coop-Gameplay we see today. Many thanks to Zunnie for providing one of the first options to host online Coop servers via his original work from a long time ago. A thanks to the Renz0r-Gaming community for hosting Mission-Coop, their own Coop server, which in turn allowed the [MC] Clan to come to fruition. Further thanks extends to the many individuals across the saga, time and space of Renegade that have made or contributed to the realm of Cooperative Gameplay, including servers mods, scripts, or just heart-warming support! If you haven't already heard, MP-Gaming staff/members have worked hard and are continuing progress on several new Coop Missions for Red Alert: A Path Beyond over at MP-Gaming.com. Coop is taking a fresh light and a new stand in the world, and the entire community within Renegade is one of the bright places for this.

Stay tuned for future information, and until we see you next time on a Coop Server, adieu. No Bot Stands a Chance.

~TNaismith
[MC] Clan Member
Coop Gamer Enthusiast

Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [Goztow](#) on Sat, 01 Aug 2009 10:15:59 GMT
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I admire your professionalism, but would like to ask you to merge your posts.

Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [TNaismith](#) on Sat, 01 Aug 2009 17:35:35 GMT
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Not a problem. I've merged all the necessary posts into the original topic, save for the topic with the 'Clan News'. Would it too much to ask for that post to be kept intact and separate from the original post? It would be a great asset in future updates/notices.

I can't find the function or option to delete posts, merge, or remove altogether. There is no button around the post, at the bottom of the page, or even in my control panel to delete the posts I've merged and no longer need.

Thanks for your time.
TNaismith

Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [Goztow](#) on Sat, 01 Aug 2009 18:08:58 GMT
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That's good .

Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [TNaismith](#) on Sat, 01 Aug 2009 23:10:02 GMT
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Thanks Goztow! ^.^

Edit: Thanks to a friendly private message, I've fixed the banners to actually link to the clan forums, instead of to a 404 Error. ;)

Enjoy!

Subject: Re: Info: [MC] Clan -- [Mission Coop] Clan
Posted by [TNaismith](#) on Sat, 05 Dec 2009 06:32:05 GMT
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December 4th, 2009

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Since the last news update about 3 months ago, there are a lot of amazing things that have been done in the realm of Coop. First off, the Renz0r community has merged into the Exodus community. With this change came a host of new opportunities and doors to open. The modification crew of Coop for Renz0r (Mainly Zorid, alongside Reckneya and Reaver11), joined forces with the Exodus staff to amp up and upgrade the servers being brought over from Renz0r to the hosting services of Exodus. The Coop server received a generous upgrade from an older CoopBeta version released by Zunnie to the most recent version called CoopBeta3.0. With this new Coop version, a host of new changes to the maps alone came along with it, but what has also happened is that new server-side features have been implemented as well. Through the excellent scripting abilities Renz0r founder Reckneya possesses, an improved sound system has been added that gives that extra touch of realism when the beginning of a map fires up. Zorid, clan-leader of [MC], and also lead Coop-designer inside the Exodus community, has been able to also fix a number of bugs and glitches throughout all the rotation maps. It's a 'hacky' way of fixing it, but Zorid has been doing his best to fix what he can, while also maintaining a personal motivation to continue work on his own personal Coop projects.

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~TNaismith
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