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Subject: Radical Idea

Posted by [trunkskgb](#) on Fri, 04 Nov 2011 17:17:17 GMT

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In the past two weeks in which I have been playing Renegade, I've enjoyed the overhauls of the game. A few new bugs have emerged, but that's normal in releasing new content. Some people think TT has caused more problems than there were at one point, but those people are obviously shortsighted. After all is said and done with TT, people may choose not to implement it. I hope not, nor I can't image why they would. Let me get to the point now after rambling. Have you guys consider the possibility of making your patch available to XWIS? That way, when people install Renegade, they will be prompted to download the old Westwood patch, and your new TT patch. What are your thoughts on that?

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Subject: Re: Radical Idea

Posted by [danpaul88](#) on Fri, 04 Nov 2011 17:18:45 GMT

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It's been considered, that was originally the plan, but it requires EAs approval, which in turn requires almost 100% support from the community (assuming they are willing to give any approval at all since they keep firing their C&C community managers...)

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Subject: Re: Radical Idea

Posted by [sla.ro\(master\)](#) on Fri, 04 Nov 2011 17:25:39 GMT

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if tt won't be approved and forced to be used for all ren players, then server owners will force peoples to use it to prevent cheaters and have their custom stuff to all players without having to use backward compatibility for them. I'm not forcing peoples to use TT now, but i will in next betas, but for sure on final 4.0 release.

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Subject: Re: Radical Idea

Posted by [trunkskgb](#) on Fri, 04 Nov 2011 22:36:37 GMT

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I hope people follow your lead.

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Subject: Re: Radical Idea

Posted by [Di3HardNL](#) on Fri, 04 Nov 2011 22:45:14 GMT

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I really like the patch to.

Since I have installed Renegade again I have been playing pure, meaning without all the skins

and models I once created. Currently the best part I enjoy is the auto map down loader.

I wonder about the statistics, did the number of Renegade players increase or decrease lately?

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Subject: Re: Radical Idea

Posted by [sla.ro\(master\)](#) on Sat, 05 Nov 2011 11:19:56 GMT

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Di3HardNL wrote on Sat, 05 November 2011 00:45

I wonder about the statistics, did the number of Renegade players increase or decrease lately?

i don't have a statistics but i don't see any difference, only that some old players are back, we need to ads more about ren and EA should make it free. Making it free + TT = more more players. most peoples doesn't understand how to install ren with all patches and all, so.. making a tutorial would be nice

on vista/7 look like ren installer not work, only if u install all updates..

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Subject: Re: Radical Idea

Posted by [StealthEye](#) on Sat, 05 Nov 2011 15:02:16 GMT

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You don't need to install anything else though. Install Renegade, install TT, done. The problem is probably more that people will either never bother to install Renegade or don't even know about TT.

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Subject: Re: Radical Idea

Posted by [trunkskgb](#) on Sat, 05 Nov 2011 21:48:23 GMT

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Well maybe some code can be written when your allowed to join a server, but as soon as you do...the MOTD window pops up and says something like "Please update your game further to the TT 4.0 Scripts" and maybe include a URL.

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Subject: Re: Radical Idea

Posted by [StealthEye](#) on Sat, 05 Nov 2011 23:38:13 GMT

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That stuff is for later though; we'll first need to finish the beta testing.

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Subject: Re: Radical Idea

Posted by [Gohax](#) on Sun, 06 Nov 2011 10:18:35 GMT

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As Seye said, this is still in beta. Even if EA's approval was given, this isn't the final product. Even though honestly, I don't see this happening. It'll just be down to server owners forcing their players to use 4.0, and once all servers are to this, people that don't want to (which I don't see why you'd want to [unless you want to cheat]) will no longer play Renegade, reducing players.

Playercounts now? I have noticed a few people that aren't around anymore. Some play in only servers that don't have 4.0.

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Subject: Re: Radical Idea

Posted by [kamuixmod](#) on Sun, 06 Nov 2011 15:40:26 GMT

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but there are still a lot of player who dislike the pure of the game and would like to use better skins or models to make it way better and detailed.

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Subject: Re: Radical Idea

Posted by [trunkskgb](#) on Sun, 06 Nov 2011 15:58:49 GMT

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I have a different idea of this "pure" mode people are talking about. I don't think not using skins are other effects make the game not pure. I think pure is old school. No fancy stuff from the crate spawns, no drop mod, no spy's, and no tank shells. I know some of that stuff is server side only, but you take all that away from Renegade, and I think that's pure mode, or rather it should be dubbed, "classic" mode. \*drools\*

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Subject: Re: Radical Idea

Posted by [Hypnos](#) on Sun, 06 Nov 2011 16:00:58 GMT

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To be perfectly honest, I actually enjoyed playing with TT until it somehow managed to break free aim, I've been playing almost pure renegade for a long time now and to me there's no difference at all minus the simple fact I can no longer play C&C\_Mesa due to TT disallowing my map conversion (the original map gives me migraines)

As for Gohan's statement of why people wouldn't want to use 4.0, I disagree with the fact that the only reason they wouldn't want to use 4.0 is to cheat, this game has been fully customisable for years now, and the amount of people that have completely converted almost every skin and texture available in this game to suit themselves, whom are now forced to use the original skins and textures is a rather high number. I know quite a few people who don't want to play Renegade with default skins due to the simple fact that they do not like how it looks; each to their own.

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I personally think that the patch shouldn't be so extreme on skins and allow the basic skins (characters, huds, map conversions, building textures and terrain textures) to be customisable, but cutting out the likes of GPS huds etc.

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Subject: Re: Radical Idea  
Posted by [Hitman](#) on Sun, 06 Nov 2011 16:54:37 GMT  
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2 radical 4 me

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Subject: Re: Radical Idea  
Posted by [StealthEye](#) on Sun, 06 Nov 2011 19:42:48 GMT  
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It does allow pretty much all textures, except for stealth and scope.

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Subject: Re: Radical Idea  
Posted by [Hypnos](#) on Sun, 06 Nov 2011 19:49:41 GMT  
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It removed my map conversions, and I don't like the stock scope, it's pretty difficult to use, I used to use a partial clear scope.

I can't really say anything, I'm still using 3.4.4 since that free aim error just ruins my game

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Subject: Re: Radical Idea  
Posted by [grant89uk](#) on Mon, 07 Nov 2011 22:07:08 GMT  
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The thing for me is that the only populated sniper servers out there are not running 4.0

Im not saying everyone there is cheating but surely when the goal of these servers is essentially to see who is better at sniping then you would want as level a playing field as possible.

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Subject: Re: Radical Idea  
Posted by [trunkskgb](#) on Mon, 07 Nov 2011 22:49:44 GMT  
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Well I'm just glad to know that at LEAST one server owner will be enforcing it. Hopefully we will see a domino effect with the other servers. As far as an MOTD ad, it's good to see the TT team has been covering all the angles. It make's it that more promising knowing the people working on this are passionate about the game and it's interesting history.

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Subject: Re: Radical Idea

Posted by [kamuixmod](#) on Tue, 08 Nov 2011 01:10:55 GMT

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well the people who dislike the pure will forget that once tt gets the better graphic thing for example the water

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Subject: Re: Radical Idea

Posted by [NACHO-ARG](#) on Tue, 08 Nov 2011 02:41:34 GMT

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i love this patch and i am very thankfull to the TT team but i dont think i will came back to original ren, though servers owner can allow most of the custom stuf by added the hashes to anticheat.ini, in order to make this task easy i maded a filehash database of most of the custom W3D/skins out there but sadly it is obsolete because of hachas.exe got updated, next time i think i will only hash my files lol.

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Subject: Re: Radical Idea

Posted by [reborn](#) on Thu, 10 Nov 2011 12:01:49 GMT

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Olaf should just grow a pair and put it on the patch serv.

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Subject: Re: Radical Idea

Posted by [iRANian](#) on Thu, 10 Nov 2011 12:48:27 GMT

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Can't expect Olaf to do more than causing random downtime which he announces less than a day before and making it super hard for anyone without a XWIS account to register a new one, with the expected cryptic error messages when you try to create a new account! God knows how many people never tried to play Renegade online because of it.

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Subject: Re: Radical Idea

Posted by [iRANian](#) on Sun, 13 Nov 2011 22:53:31 GMT

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Olaf is considering releasing a mandatory patch for RA2/YR mainly focused to add newer maps and that makes the normal WOL keys in those games redirect to their proper XWIS.net links, it appears to also have its own auto-updater and there's a rumored anticheat project he's working on it that could be included with it.

[http://strike-team.net/forums/index.php/topic/171019-maps-update-feedback/page\\_\\_st\\_\\_15](http://strike-team.net/forums/index.php/topic/171019-maps-update-feedback/page__st__15)

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