
Subject: reneversary
Posted by [Spoony](#) on Wed, 08 Feb 2012 18:03:44 GMT
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stop me if i'm wrong, but ren was released february something 2002 (beta was like nov/dec 2001?)

10 years old this month (not sure which date)

maybe we should do a bigass commwar or something to celebrate!

edit: wikipedia says February 26 2002

Subject: Re: reneversary
Posted by [Omar007](#) on Wed, 08 Feb 2012 18:17:18 GMT
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Spoony wrote on Wed, 08 February 2012 19:03maybe we should do a bigass commwar or something to celebrate
+1

Subject: Re: reneversary
Posted by [NACHO-ARG](#) on Wed, 08 Feb 2012 19:18:19 GMT
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Omar007 wrote on Wed, 08 February 2012 11:17Spoony wrote on Wed, 08 February 2012 19:03maybe we should do a bigass commwar or something to celebrate
+1

Subject: Re: reneversary
Posted by [Tupolev TU-95 Bear](#) on Wed, 08 Feb 2012 19:23:34 GMT
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Date is 26th of february.
EDIT: Beat me to it

Also with celebration

Subject: Re: reneversary
Posted by [Hypnos](#) on Wed, 08 Feb 2012 20:29:41 GMT
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Yes yes yes yes yes.

Subject: Re: reneversary
Posted by [liquidv2](#) on Wed, 08 Feb 2012 20:38:17 GMT
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we'll gather a shitload of people and play Under all fucking day to commemorate the beta days that or we can do something fun instead

if you know any old ass ren players let them know; it would be neat seeing some of the fossils show up and play again

Subject: Re: reneversary
Posted by [Hitman](#) on Wed, 08 Feb 2012 22:03:47 GMT
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goddamn its been so long wow... been playing for about 8 years now

1000 times worth the €10 i payed for it back in the rene day

Subject: Re: reneversary
Posted by [Spoony](#) on Wed, 08 Feb 2012 22:56:49 GMT
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26th is a sunday so we can do something.

Subject: Re: reneversary
Posted by [Lone0001](#) on Wed, 08 Feb 2012 23:14:33 GMT
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Sounds like a great idea.

Maybe make the TT patch part of it somehow too?

Subject: Re: reneversary
Posted by [Spoony](#) on Wed, 08 Feb 2012 23:17:04 GMT
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could easily do commwars or w.e on a 4.0 server (one of the CW servers perhaps)

Subject: Re: reneversary
Posted by [Spoony](#) on Wed, 08 Feb 2012 23:49:21 GMT
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commwars interspersed with renegames

- Rene300. one player is a sakura on one end of the cityflybridge, everyone else (hopefully about fifty people) = tibsydney's on the other end. battle commences
- a handful of ppl take turns to be the sak, see who does best
- or possibly 1 havoc vs 50 chem warriors
- chinook bomb fights
- 25v25 volt rifle fight on the bridge
- everyone (besides one person) is nod on field and gets a chem warrior, rushes the agt from the main entrance (without following the harv) - first person in wins.

Subject: Re: reneversary
Posted by [F1r3st0rm](#) on Thu, 09 Feb 2012 01:12:45 GMT
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how long did it take you to come up with those?

Subject: Re: reneversary
Posted by [liquidv2](#) on Thu, 09 Feb 2012 05:29:25 GMT
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having 4.0 required would make it harder for old players to join up if they're reinstalling just for this

we did a similar volt rifle fight not even a month ago

<http://www.youtube.com/watch?v=0vmN79xV7gQ&hd=1&t=2m49s>

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Thu, 09 Feb 2012 10:44:56 GMT
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liquidv2 wrote on Thu, 09 February 2012 06:29having 4.0 required would make it harder for old players to join up if they're reinstalling just for this

we did a similar volt rifle fight not even a month ago

<http://www.youtube.com/watch?v=0vmN79xV7gQ&hd=1&t=2m49s>

It would also prevent someone from old-skool aimbotting.

Subject: Re: reneversary
Posted by [liquidv2](#) on Thu, 09 Feb 2012 21:14:31 GMT
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you're so worried about the possibility of someone cheating during a 10th anniversary game that you're willing to prevent dozens of people from joining?

Subject: Re: reneversary
Posted by [Lone0001](#) on Thu, 09 Feb 2012 22:18:47 GMT
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I wasn't suggesting making it required, just making sure it's actually being used by some of the people participating.

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Thu, 09 Feb 2012 22:40:43 GMT
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liquidv2 wrote on Thu, 09 February 2012 22:14you're so worried about the possibility of someone cheating during a 10th anniversary game that you're willing to prevent dozens of people from joining?

More like that I don't see how hard it is to run one more installer and immediately have a lot of annoying bugs fixed, a mapdownloader and more.

That, and yes I think the chances are pretty high that *someone* would want to ruin it. Seeing how many grievors there are.

Subject: Re: reneversary
Posted by [liquidv2](#) on Thu, 09 Feb 2012 22:41:40 GMT
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maybe you shouldn't come

Subject: Re: reneversary
Posted by [Gohax](#) on Fri, 10 Feb 2012 16:04:09 GMT
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I do worry about not forcing 4.0. Pretty sure you'll have at least 1 asshole to cheat. Either or, I'm in on it.

The sak/Havoc on bridge idea sounds good with me, too.

Subject: Re: reneversary
Posted by [liquidv2](#) on Fri, 10 Feb 2012 19:29:28 GMT
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we have another idea planned
it might involve players having to download a map
in which case having people get 4.0 might not be too hard after all
generally the easier it is to get people ingame the more people you will have

Subject: Re: reneversary
Posted by [Lone0001](#) on Sat, 11 Feb 2012 17:08:09 GMT
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Expanding on Spoony's first idea...

Two teams (GDI and Nod), one player is on Nod, rest on GDI. Nod player must kill the GDI players and then the GDI players are moved to Nod to help kill the remaining GDI players. Keep going until there is only one player left on GDI (could end the game there) or until no one is left on GDI. Vehicles wouldn't work well imo so infantry only.

Could be fun.

Subject: Re: reneversary
Posted by [NACHO-ARG](#) on Sat, 11 Feb 2012 20:33:46 GMT
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sounds like the mutation mode

Subject: Re: reneversary
Posted by [liquidv2](#) on Sat, 11 Feb 2012 21:21:50 GMT
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yah, Tsu did that years ago
Nightma12 made that i believe
that might be fun to do for a map

we could do a timed CTF game in case we can't end it, a deathmatch or two, set up specific scenarios, play some weird maps
just explore a bunch of the different things people of Renegade have produced over the years

Subject: Re: reneversary
Posted by [jonwil](#) on Sun, 12 Feb 2012 05:29:14 GMT

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Given that the date is 2 weeks away, it might be possible to have Scripts 4.0 beta 4 out in time for this anniversary. Depends on whether StealthEye gets any time to work on the netcode stuff (and on how long the 4.0 beta 4 private test period needs to be)

Subject: Re: reneversary

Posted by [EvilWhiteDragon](#) on Sun, 12 Feb 2012 05:54:18 GMT

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jonwil wrote on Sun, 12 February 2012 06:29 Given that the date is 2 weeks away, it might be possible to have Scripts 4.0 beta 4 out in time for this anniversary. Depends on whether StealthEye gets any time to work on the netcode stuff (and on how long the 4.0 beta 4 private test period needs to be)

I wouldn't count on it, from what I've heard.

Subject: Re: reneversary

Posted by [Aircraftkiller](#) on Sun, 12 Feb 2012 06:03:05 GMT

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This just in: Being a PR manager for a programming project means you can contradict what the programmers say (in public, even!), without doing any work yourself! More at 11.

Subject: Re: reneversary

Posted by [EvilWhiteDragon](#) on Sun, 12 Feb 2012 18:46:35 GMT

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Aircraftkiller wrote on Sun, 12 February 2012 07:03 This just in: Being a PR manager for a programming project means you can contradict what the programmers say (in public, even!), without doing any work yourself! More at 11.

Well, I know Seye's personal position. That knowledge makes me pretty certain that expectations should be tempered. If he suddenly gets time then yes it *might* be possible. However, since the bugfixes need to be tested as well, particularly because they are rather important netcode bits, it is unlikely to see it publicly released in 2 weeks.

See also: <http://forum.blackintel.org/index.php/topic,1399.msg12975.html#msg12975>

So maybe I shouldn't contradict what programmers say or maybe programmers need to communicate more with the team before posting such statements. It is important to set realistic targets, specifically when dealing with the consumers.

Subject: Re: reneversary

Posted by [NACHO-ARG](#) on Mon, 13 Feb 2012 00:09:42 GMT

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Quote:Given that the date is 2 weeks away, it might be possible to have Scripts 4.0 beta 4 out in time for this anniversary. Depends on whether StealthEye gets any time to work on the netcode stuff (and on how long the 4.0 beta 4 private test period needs to be)

i am glad to hear that beta 4 is coming so fast, you ppl work fast as hell lol, thanks a lot for that, though i think that having in mind that there probably will be ppl who havent played ren for some time and that the upcoming beta 4 have not been extensively tested yet, i think it would be better to make it whit beta 3 to prevent unsuspected issues, just an opinion.

Subject: Re: reneversary

Posted by [EliTeCugs](#) on Mon, 13 Feb 2012 12:03:21 GMT

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Hey guys, I just started playing again due to some facebook group that let me know you guys are still around. I tried to install the 4.0 scripts but tried a few different ways and my game never would load, I am running 3.4.4 so hopefully i'll see you guys around

Subject: Re: reneversary

Posted by [JohnDoe](#) on Wed, 15 Feb 2012 08:33:48 GMT

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i started playing at 1.035, so i'll be having my own private party later this year, sorry gamers

Subject: Re: reneversary

Posted by [TORN](#) on Wed, 22 Feb 2012 20:19:01 GMT

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BUMP. Is there anything planned?

Should make an announcement soon so people can get the word out.

Subject: Re: reneversary

Posted by [Spoony](#) on Thu, 23 Feb 2012 00:15:23 GMT

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i'll see if i can provide a server, maybe one of the CW servers

Subject: Re: reneversary
Posted by [liquidv2](#) on Thu, 23 Feb 2012 04:47:01 GMT
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preferably one with 4.0 so someone doesn't exploit-crash it
can't think of anyone that would do such a thing but it's smart to be safe

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Thu, 23 Feb 2012 09:16:50 GMT
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I suppose the TT testserver could be used for this as well. We got a pretty decent machine for it anyway.

Subject: Re: reneversary
Posted by [Spoony](#) on Thu, 23 Feb 2012 09:42:39 GMT
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liquidv2 wrote on Wed, 22 February 2012 21:47preferably one with 4.0 so someone doesn't exploit-crash it
can't think of anyone that would do such a thing but it's smart to be safe
Certainly glad to think nobody does stuff like that

Subject: Re: reneversary
Posted by [Spoony](#) on Thu, 23 Feb 2012 11:56:17 GMT
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I propose the following, if two servers are available (I can probably provide at least one)

Two servers - one of which is set to commwar/clanwar settings (but random teams), and we use that for HUGE team games. No team picking, we just all pile in there at a certain time and thrash out some maps. Maybe we pick three times that day, to account for various time zones and people who may be working on a sunday.

The other is set for Royal ReneRumbles. I shall outline the rules.

- Server is set for cityfly, 9999 credits. Everyone is on GDI apart from one volunteer who is a referee of sorts, preferably someone who can fraps the whole thing too.
- Everyone gets one particular character - say an officer - and they all amass on one of the skyscraper rooftops. The referee's hovering nearby in an apache. He announces "Ready.... FIGHT!!" and then it's every man for himself (friendly fire is on), last man standing wins. No pistols or C4, no retreating down the steps, and no firing before the referee rings the renebell; other than that, no rules.

Then we do it with rocket officers, then Tib Sydney.... we go through just about every character, and we'll post who got the gold medal for last man standing with each character. (It'll be complete

chaos rather than skill, but it'll be fun to see who was the Tib Sydney Champion etc)
We'll also do a round with Hotwires, and that's the only time when pistols and c4 are allowed.
Then once we've gone through all the GDI characters we all switch to Nod to do the flamethrower, chem warrior (might take a while, that one), SBH and LCG.

Subject: Re: reneversary
Posted by [JohnDoe](#) on Thu, 23 Feb 2012 12:02:39 GMT
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liquidv2 wrote on Wed, 22 February 2012 21:47preferably one with 4.0 so someone doesn't exploit-crash it
can't think of anyone that would do such a thing but it's smart to be safe

it's me, i'm that guy

Subject: Re: reneversary
Posted by [iRANian](#) on Thu, 23 Feb 2012 12:27:43 GMT
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30vs30 rocket soldier with hooming missiles

Subject: Re: reneversary
Posted by [Spoony](#) on Thu, 23 Feb 2012 12:30:25 GMT
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aye.

Subject: Re: reneversary
Posted by [TORN](#) on Thu, 23 Feb 2012 14:04:00 GMT
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I think server owners with websites should put the anniversary is feb 26th under their banners.
Also an in game message in your servers would get more peoples attention.

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Thu, 23 Feb 2012 14:12:00 GMT
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I think the BI box could run the large one without too much troubles. We'll set it unlimited at first, then if it lags we'll cap it.

Subject: Re: reneversary
Posted by [Starbuzz](#) on Thu, 23 Feb 2012 16:53:23 GMT
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Royal ReneRumbles FTW!!!

Subject: Re: reneversary
Posted by [Spoony](#) on Thu, 23 Feb 2012 18:26:56 GMT
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rules for the main commwar server - usual stuff really. no dogging in the first 5 minutes, no pegging on Islands, no rim shooting for GDI (nod is allowed), and no subspacing on the cityfly bridge

Subject: Re: reneversary
Posted by [liquidv2](#) on Thu, 23 Feb 2012 21:19:34 GMT
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JohnDoe wrote on Thu, 23 February 2012 06:02liquidv2 wrote on Wed, 22 February 2012 21:47preferably one with 4.0 so someone doesn't exploit-crash it
can't think of anyone that would do such a thing but it's smart to be safe

it's me, i'm that guy
should have known better than to trust the germans
where have you and your sc2 butt buddy Dover been? i miss seeing your ridiculous talks of strategy and double chin neckbeards

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Fri, 24 Feb 2012 11:02:28 GMT
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T0RN wrote on Thu, 23 February 2012 16:04I think server owners with websites should put the anniversary is feb 26th under their banners.
Also an in game message in your servers would get more peoples attention.

/me fast goes to setup a custom anniversary map for this on his server..

Subject: Re: reneversary
Posted by [Wyld1USA](#) on Fri, 24 Feb 2012 17:03:59 GMT
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This sounds great! I'm in. when????

Regards,

Wyld

Subject: Re: reneversary

Posted by [kamuixmod](#) on Fri, 24 Feb 2012 20:51:49 GMT

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omg we should do something with zombies or so, would be amazing.
Having a Map, where All Players as Gdi must protect their Base from Incomming Bot attacks.

Or a map, somehting like a tiberium wasteland, where people have to survive the spawning mutant bots on the map. Those who get killed, become Spectators. Over the map will be an Invisible Plattform, from where the Spectator players are going to be.

What i thought is, that the Bot amounts regulate depending on the current Player amount. More players= more zombies/mutants

Subject: Re: reneversary

Posted by [JohnDoe](#) on Fri, 24 Feb 2012 21:59:08 GMT

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liquidv2 wrote on Thu, 23 February 2012 14:19JohnDoe wrote on Thu, 23 February 2012 06:02liquidv2 wrote on Wed, 22 February 2012 21:47preferably one with 4.0 so someone doesn't exploit-crash it
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where have you and your sc2 butt buddy Dover been? i miss seeing your ridiculous talks of strategy and double chin neckbeards

i think neither of us have much business posting here anymore and there are better places to discuss starcraft. are jelly forums more populated?

Subject: Re: reneversary

Posted by [liquidv2](#) on Fri, 24 Feb 2012 22:32:12 GMT

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JohnDoe wrote on Fri, 24 February 2012 15:59liquidv2 wrote on Thu, 23 February 2012 14:19JohnDoe wrote on Thu, 23 February 2012 06:02liquidv2 wrote on Wed, 22 February 2012

21:47preferably one with 4.0 so someone doesn't exploit-crash it
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where have you and your sc2 butt buddy Dover been? i miss seeing your ridiculous talks of
strategy and double chin neckbeards

i think neither of us have much business posting here anymore and there are better places to
discuss starcraft. are jelly forums more populated?

i believe so

there's a Gaming Chat section that no one uses cuz who cares much about other games on a
Renegade forum

i'd have to add a neckbeard section

i think it would be cool to do zombies and whatnot but that's a Tsu-Gaming mode and i doubt
Black-Intel could get it from them and set it up in time

Subject: Re: reneversary

Posted by [EvilWhiteDragon](#) on Fri, 24 Feb 2012 23:45:39 GMT

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It's still BlackIntel, and I think Reborn made something similar. Not sure if for TT.

Subject: Re: reneversary

Posted by [liquidv2](#) on Sat, 25 Feb 2012 01:07:31 GMT

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i just remembered something; if you're going to force 4.0 on all players then the attendance rates
might be extremely low

it hasn't had enough time to be distributed among the renepopulation

Subject: Re: reneversary

Posted by [sla.ro\(master\)](#) on Sat, 25 Feb 2012 07:31:36 GMT

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kamuixmod wrote on Fri, 24 February 2012 22:51omg we should do something with zombies or
so, would be amazing.

Having a Map, where All Players as Gdi must protect their Base from Incomming Bot attacks.

Or a map, somehting like a tiberium wasteland, where people have to survive the spawning
mutant bots on the map. Those who get killed, become Spectators. Over the map will be an
Invisible Plattform, from where the Spectator players are going to be.

What i thought is, that the Bot amounts regulate depending on the current Player amount. More players= more zombies/mutants

i was thinking into a dm, but a Co-Op will be much more fun with Mutants

I'm finding some custom map were i can setup some Survival mode

edit: There will be Co-Op and DM. maybe a aow too.

edit2: kamuixmod, want to help me on testing survivals mode? i need some testers asap!

Subject: Re: reneversary

Posted by [Shinigami](#) on Sat, 25 Feb 2012 12:51:37 GMT

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A survival mode server sounds good to me

Subject: Re: reneversary

Posted by [Spoony](#) on Sat, 25 Feb 2012 14:45:26 GMT

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EvilWhiteDragon wrote on Thu, 23 February 2012 07:12I think the BI box could run the large one without too much troubles. We'll set it unlimited at first, then if it lags we'll cap it.

shall we do that, then? i.e. you host the large server for the massive team-game thing (basically a commwar but with random teams)

then there can be other servers doing more novelty stuff like the free-for-all infantry battles etc. i'll see about the Royal Renerumble server.

and shall we pick two (or maybe three) times of day to have the massive games? the server will be there all day i guess, but if we specify a couple of times and try to get, like, everyone in there at those times for maximum carnage.

how about 8pm GMT (3pm EST) and 1am GMT (8pm EST)?

then we can do some of the other stuff (like the royal renerumbles) at other times of day, maybe between the two.

Subject: Re: reneversary

Posted by [Starbuzz](#) on Sat, 25 Feb 2012 16:29:59 GMT

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liquidv2 wrote on Fri, 24 February 2012 18:07i just remembered something; if you're going to force 4.0 on all players then the attendance rates might be extremely low
it hasn't had enough time to be distributed among the renepopulation

but what if sumone shut down the renerumbles from their cellphone!!!zzzzzomg

Subject: Re: reneversary
Posted by [Hypnos](#) on Sat, 25 Feb 2012 17:06:19 GMT
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Can't make it - picking girlfriend up from the airport.

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Sat, 25 Feb 2012 18:45:13 GMT
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We are running server right now, we don't want to colide with other anniversary servers for ren, so we start now.

ip: 178.143.141.202:8812 (here we play more dm and coop XD) - 4.0 required to play
is on xwis/gsa. thanks.

Subject: Re: reneversary
Posted by [Sean](#) on Sat, 25 Feb 2012 19:58:23 GMT
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Shinigami wrote on Sat, 25 February 2012 05:51A survival mode server sounds good to me

Holy shit, an appearance.

I thought you was deep undercover...or is Cronus jus sayin tha.

Good on you guys, I know Spooky/EWD will pull something outta the bag, they always do.

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Sat, 25 Feb 2012 23:39:58 GMT
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gg ren.

a lot of fun on stuck M## maps modified in Mutant Co-Op style

here is a ss

File Attachments

1) [10_years_of_great_game.png](#), downloaded 721 times



Subject: Re: reneversary

Posted by [kamuixmod](#) on Sun, 26 Feb 2012 00:45:33 GMT

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im working on a deathrun map

Subject: Re: reneversary

Posted by [EvilWhiteDragon](#) on Sun, 26 Feb 2012 01:31:10 GMT

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Spoony wrote on Sat, 25 February 2012 15:45EvilWhiteDragon wrote on Thu, 23 February 2012 07:12I think the BI box could run the large one without too much troubles. We'll set it unlimited at first, then if it lags we'll cap it.

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how about 8pm GMT (3pm EST) and 1am GMT (8pm EST)?

then we can do some of the other stuff (like the royal renerumbles) at other times of day, maybe between the two.

I can't be there at 2 am CET. I think this will be seriously late for euro-players. I'll set the server up tomorrow.

Subject: Re: reneversary

Posted by [kamuixmod](#) on Sun, 26 Feb 2012 01:45:07 GMT

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yeah would be bad if it was that late especially on sunday since still most of the players go to school

Subject: Re: reneversary

Posted by [jonwil](#) on Sun, 26 Feb 2012 04:08:31 GMT

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Yeah we still have a few bugs we need to squash

Subject: Re: reneversary
Posted by [Crimson](#) on Sun, 26 Feb 2012 09:10:01 GMT
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I changed the title of the forums for this.

Subject: Re: reneversary
Posted by [NACHO-ARG](#) on Sun, 26 Feb 2012 12:20:00 GMT
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Crimson wrote on Sun, 26 February 2012 02:10I changed the title of the forums for this.

Subject: Re: reneversary
Posted by [Spoony](#) on Sun, 26 Feb 2012 13:00:44 GMT
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3pm EST / 8pm GMT for the bigass team games then.

royal renerumbles later in the night, perhaps.

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Sun, 26 Feb 2012 13:18:39 GMT
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Spoony wrote on Sun, 26 February 2012 15:003pm EST / 8pm GMT for the bigass team games then.

royal renerumbles later in the night, perhaps.

22:00 for me, i will try be there

Subject: Re: reneversary
Posted by [kamuixmod](#) on Sun, 26 Feb 2012 13:58:57 GMT
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/me wonders what time it will be in germany

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Sun, 26 Feb 2012 14:09:09 GMT
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kamuixmod wrote on Sun, 26 February 2012 15:58/me wonders what time it will be in germany

21, your gmt+1
me gmt+2

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Sun, 26 Feb 2012 18:07:09 GMT
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To clarify the time: <http://www.blackintel.org/time?time=21.00%20CET%2026-02-2012>

It'll give your local time. It's in 2 hours. I'll post server details soon.

Subject: Re: reneversary
Posted by [Spoony](#) on Sun, 26 Feb 2012 18:18:48 GMT
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Royal ReneRumble server is ready. We'll do that at 6pm EST, 11pm GMT.

CW server 2, password: "rumble"

Need 4.0 and this map
<http://www.renegadeforums.com/index.php?t=msg&th=39035>

Rules as follows:

Everyone's on the same team apart from one guy to play the referee.

All participants get the same character and meet up on one of the skyscrapers, cease fire until you get there. The referee, who's hovering nearby in an apache, announces FIGHT!!! and they fight. Friendly fire is on, last man standing wins. Then we select another character and fight again! Primary weapon only, no pistol or c4 (unless it's technicians/engineers/hotwires), no retreating down the steps. Once you're killed you're out of the current fight.

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Sun, 26 Feb 2012 18:55:00 GMT
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Spoony wrote on Sun, 26 February 2012 20:18Royal ReneRumble server is ready. We'll do that at 6pm EST, 11pm GMT.

CW server 2, password: "rumble"

Need 4.0 and this map
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idk if i can get there, sounds fun.

Subject: Re: reneversary
Posted by [crushu06](#) on Sun, 26 Feb 2012 19:16:56 GMT
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Once you get the server set up remember to put the server's ip and port number for those who direct connect. Might help popularity of event.

I see rumble server set up so the ip could be given out to others for that server

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Sun, 26 Feb 2012 19:34:48 GMT
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Server online.
XWIS: bckintel - [BI] HAPPY RENEVERSARY
DC ip: 95.211.124.215
DC port: 4940
IRC: irc.blackintel.org #TTmain or irc.n00bstories.com #TTmain
Teamspeak: ts3.blackintel.org

Start time: in 30 minutes!

Subject: Re: reneversary
Posted by [Spoony](#) on Sun, 26 Feb 2012 19:48:45 GMT
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MOVE OUT!

Subject: Re: reneversary
Posted by [kamuixmod](#) on Sun, 26 Feb 2012 20:24:12 GMT
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27 ppl yet

so any game modes or just boring AOW?

Subject: Re: reneversary
Posted by [sla.ro\(master\)](#) on Sun, 26 Feb 2012 21:13:51 GMT
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kamuixmod wrote on Sun, 26 February 2012 22:24:27 ppl yet

so any game modes or just boring AOW?

you boring, was so much fun. AOW is Pure Ren

edit: i goto sleep, i hope i can see some screnshoots from that ReneRumble.

Subject: Re: reneversary
Posted by [Renardin6](#) on Sun, 26 Feb 2012 22:24:13 GMT
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Happy renegade! 10 years for the game, 30 for me... Gettin' old...

Subject: Re: reneversary
Posted by [Spoony](#) on Sun, 26 Feb 2012 22:50:40 GMT
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Spoony wrote on Sun, 26 February 2012 11:18: Royal ReneRumble server is ready. We'll do that at 6pm EST, 11pm GMT.

CW server 2, password: "rumble"

Need 4.0 and this map

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down the steps. Once you're killed you're out of the current fight.
5-10 minutes guys

Subject: Re: reneversary
Posted by [havoc9826](#) on Mon, 27 Feb 2012 00:25:14 GMT
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Ran out of hard drive space during the renerumble coz too much fraps.

Edit: also I apparently left recording on at full size. My gfx card can't really take that, so all my vids might not be shareable. Bleh.

Subject: Re: reneversary
Posted by [Generalcamo](#) on Mon, 27 Feb 2012 00:31:05 GMT
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Left because I need to cook dinner and take a shower.

That was pretty fun! We should do that again sometime.

Subject: Re: reneversary
Posted by [Omar007](#) on Mon, 27 Feb 2012 00:38:12 GMT
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Good times. We should do this again in another 10 years

Subject: Re: reneversary
Posted by [crushu06](#) on Mon, 27 Feb 2012 00:48:03 GMT
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I say we make it an every year thing. A year is plenty long enough and it will still be a blast and this way we can get more people since it will be easier to spread the word and get people out for the match.

Dont want to wait 5 or 10 years with the possibility of good players dissapearing

Subject: Re: reneversary
Posted by [iRANian](#) on Mon, 27 Feb 2012 01:13:43 GMT
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did nod win

Subject: Re: reneversary
Posted by [liquidv2](#) on Mon, 27 Feb 2012 03:36:36 GMT
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Nod kicked ass

Subject: Re: reneversary
Posted by [Gen_Blacky](#) on Mon, 27 Feb 2012 05:11:06 GMT
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that was really fun most fun I had in renegade in a long time. Upload videos if you where fraping.

Subject: Re: reneversary
Posted by [havoc9826](#) on Mon, 27 Feb 2012 05:53:24 GMT
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Here's some screens while I'm waiting for vids to compress and then later upload to YouTube (might have to be tomorrow for that though). Contains both the Reneversary games in BI and some of the Royal Renerumbles in CW.

Subject: Re: reneversary
Posted by [havoc9826](#) on Mon, 27 Feb 2012 05:54:28 GMT
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Double posting since the forum wouldn't let me post 11 images in the same post.

Subject: Re: reneversary
Posted by [Gen_Blacky](#) on Mon, 27 Feb 2012 06:06:09 GMT
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I will do some video editing and upload if i get around to it awesome infantry wars.

Subject: Re: reneversary

Posted by [Gohax](#) on Mon, 27 Feb 2012 08:17:30 GMT

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Wish I could have stayed longer. Played Canyon and Volcano then had to head off to work. Would love to see some videos of other games.

Subject: Re: reneversary

Posted by [Lone0001](#) on Mon, 27 Feb 2012 10:15:41 GMT

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Good games, from both the AOW games and ReneRumble!

Here's a video I took from the beacon salute.

<http://www.youtube.com/watch?v=IRpdTzmC1sl>

Subject: Re: reneversary

Posted by [NACHO-ARG](#) on Mon, 27 Feb 2012 12:33:46 GMT

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shit couldnt make it

Subject: Re: reneversary

Posted by [Starbuzz](#) on Mon, 27 Feb 2012 13:47:49 GMT

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but did you make it?

Subject: Re: reneversary

Posted by [Jerad2142](#) on Mon, 27 Feb 2012 15:31:31 GMT

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Max players in game?

Subject: Re: reneversary

Posted by [liquidv2](#) on Mon, 27 Feb 2012 15:32:45 GMT

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wasn't that many, probably like 60

if n00bstories had shut down i think it could have gotten close to 100 cuz then everyone would have joined

Subject: Re: reneversary
Posted by [Jerad2142](#) on Mon, 27 Feb 2012 15:51:59 GMT
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Probably best that didn't happen as I'm sure some of those players just do a direct connect via ren ip, as some of them have probably lost their cd keys over the years or w/e. So if the server was shut down they just wouldn't be able to play at all.

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Mon, 27 Feb 2012 16:14:39 GMT
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Might have been good to just temp-lower playercounts to 12 or whatever.

Subject: Re: reneversary
Posted by [Crimson](#) on Mon, 27 Feb 2012 19:51:31 GMT
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liquidv2 wrote on Mon, 27 February 2012 08:32wasn't that many, probably like 60
if n00bstories had shut down i think it could have gotten close to 100 cuz then everyone would have joined

I didn't know we were doing that. :\

Subject: Re: reneversary
Posted by [liquidv2](#) on Mon, 27 Feb 2012 20:10:55 GMT
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that'll happen when no one actually tells you
it worked out just fine anyways
when there's over 60 players the games just get kind of ridiculous and neither team can make any progress

Subject: Re: reneversary
Posted by [EvilWhiteDragon](#) on Mon, 27 Feb 2012 21:41:15 GMT
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On the other hand, ridiculous games once every 10 years can't hurt, right
Personally I have that at say 24 maybe 32 players.

Subject: Re: reneversary

Posted by [havoc9826](#) on Tue, 28 Feb 2012 04:45:58 GMT

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Here are my videos. I'm too lazy and unskilled to do editing, so you get no background music and crappy scene changes! I kinda forgot to take more screens/vids during the games in BI. Also, I had probably 1-2 more long videos from part of the ReneRumbles, but my hard drive thought it ran out of space before the video ended properly, so the codec broke, my comp froze, and I ended up with 6 GB of useless, unreadable video data.

Anyway, here are the links:

10th Reneversary - Field Rush

10th Reneversary - Royal ReneRumbles part 1

10th Reneversary - Royal ReneRumbles part 2

10th Reneversary - Royal ReneRumbles part 3

Edit: link back to my screens for quick reference:

http://www.renegadeforums.com/index.php?t=msg&goto=462900#msg_462900
