
Subject: Any RenGuard servers running only maps with defenses?

Posted by [Nukelt15](#) on Tue, 01 Jun 2004 00:56:32 GMT

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Like the title says. Honestly, it gets on my fucking nerves to load a game and have it end four or five minutes after starting. I don't mind losing, and I don't mind getting killed...it just sucks balls to have a game over that fast, no matter who wins. IMHO, a long game is much more fun than one that ends after a few uncoordinated waves of basic infantry and maybe a tank or two.

Non-Defense maps tend to be the ones where this happens the most often- one early rush with a few free engies and soldiers and you can be down a building in under a minute on some maps. It doesn't have anything to do with co-ordination- everyone just races out the door with whatever they can grab at the PT and head for the nearest thing they can detonate. Since both teams generally do the same thing, whichever one gets to the enemy base first usually wins, because few if any people remain to defend.

Defense maps last a lot longer most of the time- at least until the first APC hits the field, and even then a few defenders can pick off the vehicle before it gets to its destination. I have sometimes seen defense maps- Under, Hourglass, and the like- last right up until the time limit. Unless anyone has seen different, this almost never happens without defenses. Of course, the reason why defense maps last longer is because it takes some degree of teamwork to penetrate said defenses- free characters running through tunnels just don't do the trick.

/rant

So...yeah. Does anyone run a server that only has defense maps on it? I'm probably wasting my breath asking...wonder how long it'll take for someone to come in and start flaming? :rolleyes:

Subject: Any RenGuard servers running only maps with defenses?

Posted by [Aircraftkiller](#) on Tue, 01 Jun 2004 01:41:34 GMT

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<http://www.renalert.com>

Subject: Any RenGuard servers running only maps with defenses?

Posted by [SuperFlyingEngi](#) on Tue, 01 Jun 2004 01:44:30 GMT

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...

The RenAlert server runs maps without base defenses, like Fjord.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [Renx](#) on Tue, 01 Jun 2004 01:48:08 GMT

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It sounds as if you don't like fast paced games :S

Subject: Any RenGuard servers running only maps with defenses?

Posted by [Nukelt15](#) on Tue, 01 Jun 2004 02:23:02 GMT

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There's a fine line between fast paced and super seizure.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [m1a1_abrams](#) on Tue, 01 Jun 2004 03:14:19 GMT

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I know what you mean. It's hardly a game at all when it ends that quickly. It wouldn't be so bad if the tactics were diverse, but it's the same thing every game... drive a Buggy full of Engineers into the enemy base, or go through the tunnels. It's not exactly imaginative, neither does it require much skill to throw some C4 on the MCT and run around distracting people until it blows up. Nobody likes it in the RTS games when someone sends some Engineers into your base at the start of the game and captures all your buildings. You might win, but at the cost of having anything like an interesting game.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [WNxTilly](#) on Tue, 01 Jun 2004 10:29:59 GMT

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Well if this is the case,
YOU stay in your base and defend. Then you can take out all the pesky free chars with a few well palced remote c4's and some great pistol work.

I tend to do this a lot. You get points and quickly (Which means money to me). If they do manage to place any C4, once you kill them you can disarm it or repair the building if it does go off.

Then you have loads of money to go and get your good char or vehicle.

Try that tactic mate, you might find it more fun

Tilly

Subject: Any RenGuard servers running only maps with defenses?

Posted by [Nukelt15](#) on Tue, 01 Jun 2004 12:56:33 GMT

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I do stay behind and defend, unless there are no enemies attacking. The problem is that no one else does. Defense doesn't mean much when the defense is outnumbered by an attack that consists of half the enemy team all going to different places in no specific order. And the same thing is happening over at the other base, so if one team isn't destroyed with the first attack, the other is.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [nastym4n](#) on Tue, 01 Jun 2004 13:43:35 GMT

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Find another game.

Problem solved, buh bye now!! :thumbsup:

Subject: Any RenGuard servers running only maps with defenses?

Posted by [gibberish](#) on Wed, 02 Jun 2004 01:31:03 GMT

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Nukelt15Defense doesn't mean much when the defense is outnumbered by an attack

This really goes for base defenses as well as "Human" defenses.

If one team is moderately well co-ordinated, games won't last very long anyway. I sometime play in small games (14 players) where 3 or 4 stealth tanks are rallied early on.

Quite often they are able to take out the AGT and/or some other buildings and after they have gone the game doesn't usually take long.

Long games usually occur in three scenarios:

- Both teams are disorganized (Very common).
 - Both team are very competent and well matched (rare).
 - The game is huge in which case nobody can really do much because whenever someone leaves their base they immediately come under fire.
-

Subject: Any RenGuard servers running only maps with defenses?

Posted by [IRON FART](#) on Wed, 02 Jun 2004 01:55:27 GMT

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Play City Flying.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [SuperFlyingEngi](#) on Wed, 02 Jun 2004 02:17:05 GMT

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Heh, even a barely competent team can survive for 5 minutes on City Flying.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [YSLMuffins](#) on Wed, 02 Jun 2004 07:48:21 GMT

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If neither team is doing much, then games can last pretty long, on any map.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [Uberfah](#) on Wed, 02 Jun 2004 08:38:45 GMT

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As Tilly said it: defend with engineer or pumpgun. If I do so, I normally kill three first wave attackers in average. If you are the only one defending, then change the server. Obviously, you were playing on a noob server.

The second attack wave (normally with APC) is the real danger, not the first!

Subject: Any RenGuard servers running only maps with defenses?

Posted by [terminator 101](#) on Wed, 02 Jun 2004 13:45:59 GMT

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I too hate this problem a lot. In small games anyway. Why? Because for me, it takes like 1 or more minutes for every map to load, and sometimes by the time I get to play (on maps without base defences), the game is pretty much over, because refinery or something else usually gets destroyed. And if your side loses refinery at the start of the match, you pretty much lost (in every map that has no base defences).

Subject: Any RenGuard servers running only maps with defenses?

Posted by [gibberish](#) on Wed, 02 Jun 2004 21:15:34 GMT

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Terminator 101 it takes like 1 or more minutes for every map to load, and sometimes by the time I get to play (on maps without base defences), the game is pretty much over

I think the lowest game time I have seen is 1:05 (1 minute and 5 seconds), that was a CnR game.

The problem here is not base defenses, its a slow computer; probably all you need is more RAM.

With 2GB of RAM all maps load in about 1-2 seconds.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [terminator 101](#) on Wed, 02 Jun 2004 23:14:14 GMT

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I have 128 MB RAM. 128 MB RAM is pretti much standard for most computers, so it can't be the RAM.

Subject: Any RenGuard servers running only maps with defenses?

Posted by [rm5248](#) on Thu, 03 Jun 2004 00:06:14 GMT

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Terminator 101I have 128 MB RAM. 128 MB RAM is pretti much standard for most computers, so it can't be the RAM.

XP needs at least 128... 256 or even 512 will increase speed dramatically.....

Subject: Any RenGuard servers running only maps with defenses?

Posted by [gibberish](#) on Thu, 03 Jun 2004 02:56:08 GMT

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Terminator 101I have 128 MB RAM. 128 MB RAM is pretti much standard for most computers, so it can't be the RAM.

NT based operating systems use spare ram as disk cache, hence the more RAM you have the more disk cache.

When you get to a reasonable amount of RAM Renegade and all the maps can be loaded completely into disk cache, as a result renegade doesn't acutally need to "Load" anything from disk.

All its doing is copying data from one area of memory to another.
A fast processor can move hundreds of MB around every second.

About the only way you would even get close to the speed of RAM is if you have a hardware raid card with several fiber channel 15,000 RPM SCSI drives.
