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Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 20:02:24 GMT

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[9:15] [@n00bsvr01]: RenGuard Status: ONLINE. The RenGuard Network has 496 users and 83 servers.

Not bad for 9:15AM...and that is JUST RenGuard users

Aircraftkiller, I'm really getting tired of one of the biggest contributors to this game, constantly bashing it. Why don't you just uninstall it and stop posting here if it sucks so much?

---

Blazer you know 500 users, just on RenGuard, is not very much. Go look at Steam.

[http://www.steampowered.com/status/game\\_stats.html](http://www.steampowered.com/status/game_stats.html)

I post here because I want to. I don't have to like the game to participate in a forum I've been in since the day it was opened back in Febuary of 2001.

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Subject: "Why does Renegade suck?"

Posted by [WNxCABAL](#) on Fri, 17 Dec 2004 20:09:52 GMT

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That topic was locked for a reason, so what makes you so special to follow it on? :rolleyes:

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Subject: "Why does Renegade suck?"

Posted by [Blazer](#) on Fri, 17 Dec 2004 20:14:49 GMT

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Do you know what they call people, who go to the fansite of something they don't like, and flame them or the fansite topic? Trolls.

You know I consider you a friend and I respect you, but really if you hate Renegade so much then why not just uninstall it and forget about it, instead of trying to rain on everyone elses parade that obviously does enjoy it?

It's like if I'm running a restuarant, and you are outside, picketing, with a sign that says "DONT EAT HERE! THE FOOD SUCKS!". Even though you are a friend I have to come out and say hey man, please stop bothering the customers who are trying to eat and scaring them away.

I'm fine with you hating Renegade (however ironic that is, since you are one of the biggest contributors), but when you come to the official fansite and constantly say how much it sucks etc, it just seems very troll-like, wouldn't you agree?

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Subject: "Why does Renegade suck?"

Posted by [Pendullum](#) on Fri, 17 Dec 2004 20:14:58 GMT

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most of those games are new, renegade is years old now, so I think those figures for renguard are pretty good, considering it isnt even an official atti-cheat, plus the fact that 90% of the people playing renegade, even if theyre n00bs and morons, dont run renguard.

---

Subject: "Why does Renegade suck?"

Posted by [Naamloos](#) on Fri, 17 Dec 2004 20:21:39 GMT

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90%? I woud say 55/60%...

---

Subject: "Why does Renegade suck?"

Posted by [Oblivion165](#) on Fri, 17 Dec 2004 20:29:10 GMT

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i dont, just because i dont play online. Most of the people who own renegade dont know about this community, therefore most likely dont know about RenGaurd.

---

Subject: "Why does Renegade suck?"

Posted by [cowmisfit](#) on Fri, 17 Dec 2004 20:42:14 GMT

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You really can't compare any game to CS, i love renegade and CS, but CS is on a whole other level as far as number of players and servers.

---

Subject: "Why does Renegade suck?"

Posted by [MilkyLep](#) on Fri, 17 Dec 2004 20:50:44 GMT

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cowmisfitYou really can't compare any game to CS, i love renegade and CS, but CS is on a whole other level as far as number of players and servers.

That is also because of their publicity, i'm sure that renegade would have around the same number of people that play CS if westwood would still be in control.

---

Subject: "Why does Renegade suck?"

Posted by [Sir Phoenixx](#) on Fri, 17 Dec 2004 20:59:23 GMT

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Blazer

It's like if I'm running a restaurant, and you are outside, picketing, with a sign that says "DONT EAT HERE! THE FOOD SUCKS!". Even though you are a friend I have to come out and say hey man, please stop bothering the customers who are trying to eat and scaring them away.

Well, it's more like he's sitting in the restaurant eating while holding up the picket sign...

---

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Subject: "Why does Renegade suck?"

Posted by [icedog90](#) on Fri, 17 Dec 2004 21:02:22 GMT

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MilkyLepcowmisfit You really can't compare any game to CS, i love renegade and CS, but CS is on a whole other level as far as number of players and servers.

That is also because of their publicity, i'm sure that renegade would have around the same number of people that play CS if westwood would still be in control.

Not as much, but quite a lot more.

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Subject: "Why does Renegade suck?"

Posted by [zunnie](#) on Fri, 17 Dec 2004 21:05:16 GMT

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Im pretty sure if some other game developer takes up the idea of Renegade but then based on Dune or something or Earth 2004, then it will be a hit i think if they dont spend too much money and time

on the graphics and instead spend that on the gameplay.

The gameplay of renegade is very good (Multiplayer) imho ... other gamedevloppers should take a look at CS and Ren a bit more and learn from it

Renegades MP gameplay is pretty unique with the vehicles, buildings and how to win etc.. etc..

[zunnie]

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Subject: "Why does Renegade suck?"

Posted by [icedog90](#) on Fri, 17 Dec 2004 21:11:02 GMT

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icedog90 Around the time Halo 2 and Half-Life 2 were released, Renegade lost approximately 6,000 ranked players. 19,593 still remain. Renegade didn't get hurt that badly by those two great releases, I'm surprised.

...In fact, they might not of hurt it at all, this could just be a bad month.

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Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 21:15:34 GMT

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BlazerDo you know what they call people, who go to the fansite of something they don't like, and flame them or the fansite topic? Trolls.

You know I consider you a friend and I respect you, but really if you hate Renegade so much then why not just uninstall it and forget about it, instead of trying to rain on everyone elses parade that obviously does enjoy it?

It's like if I'm running a restuarant, and you are outside, picketing, with a sign that says "DONT EAT HERE! THE FOOD SUCKS!". Even though you are a friend I have to come out and say hey man, please stop bothering the customers who are trying to eat and scaring them away.

I'm fine with you hating Renegade (however ironic that is, since you are one of the biggest contributors), but when you come to the official fansite and constantly say how much it sucks etc, it just seems very troll-like, wouldn't you agree?

Scaring off what customers? The game has done a good enough job scaring off players because of how unbalanced it is. I would actually enjoy playing it if BHS would grow some balls and change the game so that it was balanced in a manner that reflected the way the original game played instead of this shit fest that it is now.

I don't come around and constantly say it sucks, I usually say that every so often when someone asks what we think of the game, or whatever else would warrant the response. I don't go around posting "RENEGADE SUCKS" in every thread. That would be trolling.

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Subject: "Why does Renegade suck?"

Posted by [icedog90](#) on Fri, 17 Dec 2004 21:17:46 GMT

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Are the snipers finally going to be changed?

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Subject: "Why does Renegade suck?"

Posted by [glyde51](#) on Fri, 17 Dec 2004 21:18:32 GMT

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Aircraftkiller, you suck. Please, if you really hate Renegade and everything that it is like, go drown yourself. It will do us all some good.

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 21:22:19 GMT

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So you're telling me to kill myself because I don't like a video game? My dear newbie, THAT is trolling. Furthermore, I find it incredibly sickening that you value a dead, poorly designed video game over human life.

---

---

Subject: "Why does Renegade suck?"

Posted by [glyde51](#) on Fri, 17 Dec 2004 21:25:50 GMT

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Not a HUMAN life. Your life. You take things way to seriously for a person who acts like a child.

Quote:

EVERYONE THIS GAME SUCKS LEMME RANT ON THAT MORE

I'll let you guess who's message that is.

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 21:31:40 GMT

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Glyde, you're an idiot. We're all obviously human here, all lives are equal and important in a grand scheme of things you're unable to see because you let this poor quality video game blind your view.

"OH NOES HE HATES RENEGADE GO DIE PLZ OMFGR"

Your last message made no fucking sense, children don't take things seriously in most situations, and even if they did, you just used a really bad comparision to make some kind of fucked up point that I'm still unable to figure out as of writing this message.

Do yourself a real favor, get a simple education on critical thinking and shut the fuck up until then.

---

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Subject: "Why does Renegade suck?"

Posted by [YSLMuffins](#) on Fri, 17 Dec 2004 21:32:17 GMT

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Everybody does not want this game to change so dramatically. I sure don't, but I do acknowledge that there are some problems with this game. There are obviously two distinct groups taking shape here--I'd call them Progressives and Purists, and probably four subfactions such as Radical and Moderate for both sides.

My only balk: fix the point system. So I guess you can guess what that makes me...

---

---

Subject: "Why does Renegade suck?"

Posted by [glyde51](#) on Fri, 17 Dec 2004 21:33:15 GMT

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Aircraftkiller, it's funny how much you value making fun of this game over a human life. Guess who's? Yours.

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 21:36:28 GMT

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I'm not going to subscribe to applied political words in a video game. The simple fact was that we were told that Renegade would be C&C95 in first person and it was everything but. The damages, point system, balance and overall gameplay and graphics are total ass and nobody wants to fix it because they're afraid something bad will happen to this little game that few people know of or play. You can either sit here and protect this dodo bird of a game or do something that will bring more people to actually enjoy and play it.

I'll give you a good hint on why it lost 30,000 players in two years... It's unbalanced AND looks like shit. Why the fuck are we playing in 1998 graphics in 2002, 2003, and 2004? Why are we tolerating horrible gameplay when almost everyone acknowledges that things need to get fixed?

---

Subject: "Why does Renegade suck?"

Posted by [cheesesoda](#) on Fri, 17 Dec 2004 21:36:49 GMT

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glyde51Aircraftkiller, it's funny how much you value making fun of this game over a human life. Guess who's? Yours.

That made absolutely no sense at all. He values making fun of this game over his own life? I don't see someone pointing a gun to his head saying, "You can either make fun of Renegade or live. Choose which one."

---

Subject: "Why does Renegade suck?"

Posted by [TheGunrun](#) on Fri, 17 Dec 2004 21:38:01 GMT

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Just lock this topic already!

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 21:38:56 GMT

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glyde51Aircraftkiller, it's funny how much you value making fun of this game over a human life. Guess who's? Yours.

I can't fucking figure out how to respond to this. In all honestly I cannot fathom how much difficulty you must have using basic logic to get points across. I mean, do you go to school and get told "No Jimmy, take your finger out of your nose, it doesn't belong in there.. No Jimmy, not in your pants, keep your fingers out of your pants!"

---

---

Subject: "Why does Renegade suck?"

Posted by [glyde51](#) on Fri, 17 Dec 2004 21:42:47 GMT

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---

Alright, sorry for (attempting) to make fun of you Aircraftkiller.

Look, you can have your opinion, but the people here like Renegade if you haven't noticed. Most of the people. So if you could just stop telling us your opinion constantly it would help us all.

---

---

Subject: "Why does Renegade suck?"

Posted by [Pavla](#) on Fri, 17 Dec 2004 21:48:19 GMT

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hmm this is the 1000th post of ACK complaining about the balance, i'll tell you, I don't need 30000 Renegade players around here, i like this little community and want to keep it like this, me and my friend enjoy playing renegade wich runs on an average computer. I don't want to have a directx 9.0 video card to run my favorite game. Let everything be as it is, if you can't beat a sniper you should think about your own qualities and not about balancing. If westwood brought renegade out as they wanted i might didn't like it at all so let it be.

I won't reply anything more in this topic, my point is clear

---

---

Subject: "Why does Renegade suck?"

Posted by [YSLMuffins](#) on Fri, 17 Dec 2004 21:58:20 GMT

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Well it is one way to describe one of the major issues sparking debate in this community as of late. One side wants change, the other doesn't. If anything, BHS needs to keep both sides happy.

Call me a purist or call me a conservative, but Renegade in itself was the game I grew to enjoy, and there are obviously a great number who feel the same way. Not a monopolized, even minority version of C&C that was shoved down my throat. Who's to say that Renegade should really be a C&C? Hell, I don't think C&C should be anything but an RTS, and that Generals isn't anything but EA capitalizing on the C&C name. Aircraftkiller et al., you've already come up with your own novel way of fixing the problem and realizing your vision--making your own game! I fail

to see the need for the constant bashing of Renegade.

I continue to enjoy this game, and the many tweaks that BHS has done for Renegade. Whether or not it is a C&C, or should be, is debatable, and I abhor the incessant flak Renegade has been getting recently, especially considering the nature of this board.

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 22:02:53 GMT

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Using your logic, Generals is a Command & Conquer game, because we should accept shitty games so long as they're called Command & Conquer!

---

---

Subject: "Why does Renegade suck?"

Posted by [YSLMuffins](#) on Fri, 17 Dec 2004 22:17:56 GMT

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---

You know my stance on Generals.

---

---

Subject: "Why does Renegade suck?"

Posted by [Deathgod](#) on Fri, 17 Dec 2004 22:20:16 GMT

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Blazer!It's like if I'm running a restuarant, and you are outside, picketing, with a sign that says "DONT EAT HERE! THE FOOD SUCKS!". Even though you are a friend I have to come out and say hey man, please stop bothering the customers who are trying to eat and scaring them away.

No, it's more like he's the head cook, back there making all the food and researching new dishes while at the same time telling everyone how horrible they are or how the deco in the building sucks or something. One has to question the value of contributions from someone who causes trouble with every post and is a fountain of hypocrisy.

---

---

Subject: "Why does Renegade suck?"

Posted by [Sponny\\_old](#) on Fri, 17 Dec 2004 22:53:45 GMT

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There are kinds of people who like to complain about something being bad, and there are kinds of people who will actually endeavour to improve them.

I'm not sure why I'm saying this, because I'm not totally clear which category Aircraftkiller is in.

---

---



Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 22:55:12 GMT

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You obviously don't know the difference between contradicting what was said over the span of three years and pretending to be what you're not. Opinions change over time, that doesn't make people hypocritical. It means their current opinion contradicts their previous ones, either through a gain of knowledge, experience, or lack thereof.

I haven't made anything for Renegade in like a year, if not more. The day I stopped was the day I realized the game sucked and needed to get improved. I said I would work on it if it were improved and no one will step up to the plate and actually do something about it.

---

Subject: "Why does Renegade suck?"

Posted by [OrcaPilot26](#) on Fri, 17 Dec 2004 22:58:27 GMT

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This is odd, The last time I came here Aircraftkiller looked like was a supporter of Renegade, or at least he was focused mainly on Renegade (Or, RenAlert, an "expansion pack" to Renegade) He spoke highly of the w3d engine on which it is based.

He's obviously changed his mind, as he appears to do often (It would be funny to see him argue with himself a year ago) proving just how dynamic of an individual he really is.

EDIT: Is this post really necessary? as the above one pretty much explains the same thing...

---

Subject: "Why does Renegade suck?"

Posted by [Deathgod](#) on Fri, 17 Dec 2004 23:16:41 GMT

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---

AircraftkillerI said I would work on it if it were improved and no one will step up to the plate and actually do something about it.

Why are you putting the onus on someone else? If you want to work on it, then work on it. If you don't, then don't. Don't complain that no one else is improving it... if it's that important to you then take it upon yourself to get it done.

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 23:22:36 GMT

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Yeah okay, go ahead and dodge what I wrote. I'm putting this on "someone else" because I've done my part to try and get this game to improve. Remember I'm the only person who's made like what, 70 game levels for the engine itself? Along with a total conversion game project aimed at

showing how Renegade should have played out.

I did my part. I'm just waiting for others to do their own.

---

---

Subject: "Why does Renegade suck?"

Posted by [loser99](#) on Fri, 17 Dec 2004 23:24:05 GMT

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well I mean I think alot of ppl agree the game is not that much fun to play now... I dont understand how there are so many n00bs playing a 3 year old game

plus how can u possibly compare CS to Ren. They are completely different games. Ren has alot more depth if you ask me, CS is constant repetition and is based largely on aim. Im not saying that doesnt help in Ren, but if your aim sucks you can still do alot of other stuff.

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Fri, 17 Dec 2004 23:27:03 GMT

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---

Yet CS has several hundred thousand players and more, for being a game that was released BEFORE Renegade... By what, four years?

---

---

Subject: "Why does Renegade suck?"

Posted by [Demolition man](#) on Sat, 18 Dec 2004 00:09:33 GMT

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---

its funny to c you on the other side off the medal now...

---

---

Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sat, 18 Dec 2004 00:39:56 GMT

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The only people going to fix the game are BHS...come on guys, I thought you were all about improving the game? what harm could it do, to make different versions of the official levels with all these balance changes people (inc. me) keep talking about?

fuck it, I might even PAY someone to do it..

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sat, 18 Dec 2004 00:55:11 GMT

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AssCrackFiller is under the assumption that if we change something in Renegade, it will spawn a whole new generation of "buyers" who will read this forum, see that the game is great, and then go out to the stores and buy it, thus, increasing our numbers.

Unfortunately, the sad truth is, WE'RE IT.. You're not going to go take 10,000 of those CS players and interest them in Renegade simply because you nerfed Havoc's gun.. get over it.. it isn't even a valid argument..

What IS a valid argument is, do you have the backing of the ENTIRE population of the remaining players? or would you be FURTHER fragmenting our fan base by going forward with those changes..

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 01:17:48 GMT

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I'd rather they implement the changes, if only to say fuck off to idiots like you.

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sat, 18 Dec 2004 01:23:33 GMT

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Aircraftkiller! I'd rather they implement the changes, if only to say fuck off to idiots like you.

My point exactly... For three years now, it's been overly aparent that you honestly don't give a shit about what the Fan's what... it's always just been about what YOU want..

Sorry to say, our world's don't revolve around you.. they never have.

But as long as you keep making honest comments like that, we'll continue to convince all your little fanboys that you're really not who you say you are.

---

---

Subject: "Why does Renegade suck?"

Posted by [loser99](#) on Sat, 18 Dec 2004 01:25:39 GMT

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well I mean i might go out on a limb with these statistics, alot of people play CS because its fun, but alot of people play CS because alot of people play CS. Know what I mean? If something is popular, its REALLY popular. Thats just how things work.

Ren has more depth than CS, i mean there is just more stuff to do. You can't argue that. But no one really plays it, so no one else really wants to play it. The opposite of CS.

---

Plus I think its stupid to compare Ren to the most sucessful FPS of all time. Like I said before its a completely different genre.

---

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Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 01:30:01 GMT

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Msgtdumbass, nice try but that doesn't work. If I didn't care about what the fans wanted I would not have spent my time working on things for them, taking feedback and learning how to improve for their sake, and my own. You conveniently forget that I took a lot of your suggestions into consideration and spent a lot of my time listening to you bitch, moan and whine about what you didn't like; so I could get them fixed and run on your server again.

There's an old English saying... Those who commonly point out the flaws of others are seeing it in themselves. You keep saying I don't care about fans, I don't do this or that... Whatever, you've been saying total bullshit for the past two and a half years and you're still wrong. You can't even satisfy your own server's fanbase, which is almost dead. Not to mention all the people who pretend to like you, but think you're a total fucking asshole when they talk to me about you.

---

---

Subject: "Why does Renegade suck?"

Posted by [Dave Mason](#) on Sat, 18 Dec 2004 01:34:41 GMT

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Close this, it's getting really out of hand.

Just agree to disagree you two, please.

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 01:37:29 GMT

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You can't do that with unreasonable idiots. He's almost sexually obsessed with running around trying to irritate me and he always fails. I don't get why he bothers, some fucking words on a screen aren't going to annoy me as much as he'd like them to.

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sat, 18 Dec 2004 01:39:28 GMT

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---

AircraftkillerYou can't even satisfy your own server's fanbase, which is almost dead. Not to mention all the people who pretend to like you, but think you're a total fucking asshole when they

talk to me about you.

If people pretend to like me, they're doing it for their own misguided reasons.. I've never required anyone like me, and I don't give out any special privileges to anyone that does.. so, uh.. their loss? Quite possibly those people that pretend to be nice to me, are really just pretending to hate me in discussion with you; that way they can weasel you in to doing something for them.. who knows, and I'll bet even less people care.

As for the fan base.. you haven't played in a year, remember? So, exactly how are you qualifying what I am or am not giving players in relation to what they want? If you look at where the players are, they're all on servers running the latest and greatest mods which allow you to repair dead tanks, pick up all dropped weapons, and run over 10'x10' "special" crates planted randomly on the map.. Those aren't things we like on our server, and players that do will play somewhere else.

I'm sure you have stats for how many people play RenAlert over the span of the last 12 months? I'm also sure that those numbers are so staggering that it will undoubtedly prove that you are the master at providing players with what they want, right? I suppose all the missing Renegade players have moved on to RenAlert, since it's such a perfect game, and what Renegade was meant to be...

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 01:45:23 GMT

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Oh don't pretend that you don't care, not even a year ago you were whining about people trying to destroy your precious community. Come off it, you're lying and we both know it.

I can read your server's information from RenGuard. It's not hard.

I don't care about how many people play RA now. I'm more than happy if they stop playing and move on to the Source version.

---

Subject: "Why does Renegade suck?"

Posted by [rm5248](#) on Sat, 18 Dec 2004 03:11:18 GMT

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AircraftkillerThere's an old English saying... Those who commonly point out the flaws of others are seeing it in themselves.

You're right! When you say that Reborn's work is crap, you're actually seeing that in your own work! :sly:

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 03:31:35 GMT

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No shit, retard. I told people I didn't approve of my older work and I still don't.

---

---

Subject: "Why does Renegade suck?"

Posted by [Vitaminous](#) on Sat, 18 Dec 2004 03:46:55 GMT

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Sir PhoenixBlazer

restuarant

resuarant

...

YSLMuffinsEverybody does not want this game to change so dramatically.

Personally, I just want it to die...

---

---

Subject: "Why does Renegade suck?"

Posted by [Renx](#) on Sat, 18 Dec 2004 03:50:14 GMT

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Was that post supposed to be of any usefulness at all? More F8 for you.

---

---

Subject: "Why does Renegade suck?"

Posted by [knight1b](#) on Sat, 18 Dec 2004 03:50:44 GMT

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Aircraftkiller i hope i realy hope your not trying to be as you often come out seeming. But realy its time to give it a break so what if its not exactly like C&C as i think it has been pointed out It is not C&C its renegade. Its not ment to be a fps clone of C&C its ment to be its own game. Yes its old yes by todays standardes it sucks effects wise and there are some balance problems. But we still want to play it and to be honest thats not your problem. So just give up if we want to play and outdated game thats for us to decided but you dont need to come ranting and raveing about the problems all the time.

---

---

Subject: "Why does Renegade suck?"

Posted by [TheGunrun](#) on Sat, 18 Dec 2004 04:21:36 GMT

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---

Stop bickering children you are setting a bad example for the newbs. but serisuly STFU people have their opinions and you have no right to disagree in what they belive in.

---

---

Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sat, 18 Dec 2004 06:18:08 GMT

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---

knight1blts not ment to be a fps clone of C&C its ment to be its own game. Yes its old yes by todays standardes it sucks effects wise and there are some balance problems. But we still want to play it and to be honest thats not your problem.

I guess my question to that would be "why play a broken, scratched record when you can play a good, crisp record at no extra cost"..

nobody is trying to remove your fun, or remove the things you like about the game, else they'd be editing the existing maps and making everybody use them. it's like modding: some people don't like mods, so they don't join a server running a mod. so if a server ran something like "c&c walls flying bhs" and you don't like the changes, you don't join..simple. i think there is a misconception here that changing things means change for all. i don't think you can even change things like damage values against armour/skin types with server side file modifications- those have to be done when making a new map or mod.

---

---

Subject: "Why does Renegade suck?"

Posted by [Crimson](#) on Sat, 18 Dec 2004 07:20:18 GMT

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---

We still intend to create alternate "rebalanced" versions of the maps, but NOT to overwrite the existing ones. We are doing our best to keep the biggest majority of the community happy.

I still wish ACK and Aprime would just go away and let Renegade die in their own minds... why should they care so much what we think? BHS isn't going anywhere and we have a lot more stuff to give.

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 07:45:50 GMT

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---

It's not just assprime and I, you have several others who want this game to be better. I'm not asking for it to die, but that idiot is... I want you BHS people to start doing something significant to the game's longevity instead of applying band-aids to it.

---

---

Subject: "Why does Renegade suck?"

---

Posted by [Crimson](#) on Sat, 18 Dec 2004 09:12:45 GMT

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---

I already told you what we're going to do.

---

Subject: "Why does Renegade suck?"

Posted by [Xtrm2Matt](#) on Sat, 18 Dec 2004 09:41:55 GMT

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---

You have forgotten something. Players don't have to be playing Renegade to be shown as logged in on RenGuard. 450 of them people could simply have downloaded, let it run on system startup and be happily playing CS: Source

---

Subject: "Why does Renegade suck?"

Posted by [xptek](#) on Sat, 18 Dec 2004 16:53:13 GMT

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---

CrimsonI still wish ACK and Aprime would just go away...

AMEN!

---

Subject: "Why does Renegade suck?"

Posted by [Vitaminous](#) on Sat, 18 Dec 2004 17:30:13 GMT

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---

AircraftkillerI'm not asking for it to die, but that idiot is...

I have my own reasons, and I believe I'm not the only one who wants this game to die, I just want it to die because nobody seems to be dare enough to do the required changes to the game because it would make some people mad.

Crimson, this isn't an electoral campaign, just do what's right, wheter it makes some people happy or not.

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sat, 18 Dec 2004 19:08:55 GMT

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---

Just as I asked AssCrackFiller... can you quantify "Some People"?

Just because there are 8-12 people that agree with you, that doesn't make what you want "right".. it's only "right" in your opinion.

---



How about we say the same thing in reverse... Just leave controversial aspects of the game alone, whether it makes "some people" angry or not.

Unless you have a valid poll showing that the majority of the players agree with what you want, they should be left alone. This isn't Aprime's game, or AssCrackFiller's game, or their little group of followers..

If you could prove that MOST people want all the balance changes implemented, I wouldn't say boo about it again. And I don't give a shit what a defunct company intended to do, so don't bother basing your argument on it... They didn't, they're defunct, it's irrelevant.

---

---

Subject: "Why does Renegade suck?"  
Posted by [WNxCABAL](#) on Sat, 18 Dec 2004 19:33:03 GMT  
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---

can someone please close this topic?  
it is getting nobody, no where!

---

---

Subject: "Why does Renegade suck?"  
Posted by [Madtone](#) on Sat, 18 Dec 2004 20:49:41 GMT  
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---

Now if Ren died, there would be no need for these forums. What would you do then, lolz!

---

---

Subject: "Why does Renegade suck?"  
Posted by [Vitaminous](#) on Sat, 18 Dec 2004 21:15:39 GMT  
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---

msgtpainThis isn't Aprime's game, or AssCrackFiller's game, or their little group of followers..

No shit Sherlock.  
...And by the way, I don't have any followers.

MadtoneNow if Ren died, there would be no need for these forums. What would you do then, lolz!

Visit the other forums I'm registered to more often.

---

---

Subject: "Why does Renegade suck?"  
Posted by [c0dynamic](#) on Sat, 18 Dec 2004 21:37:28 GMT  
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---

Just Ban the Motherfuckers! LOL

I can't believe that "AssCrackFiller" stills doesn't reliaze that He's losing his only real and online buddies because of his shit for brains comments. That is just amusing.

If these 2 fuckers want dramatical changes to the game...well Why don't they get togheter and create a game just like they want because no one agrees with what they think would be good for the game.

Now that I think about it...Why would they want to change Renegade if they just fucking suck at the actual game. I would guess that you first have to be good at the game and then whine about it, but on this case "AssCrackFiller" and Aprime both suck ass playing the game. Which makes them look more like idiots.

---

Subject: "Why does Renegade suck?"  
Posted by [glyde51](#) on Sat, 18 Dec 2004 21:38:42 GMT  
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---

What's amazing is your a bigger n00b than me...

---

Subject: "Why does Renegade suck?"  
Posted by [Aircraftkiller](#) on Sat, 18 Dec 2004 21:46:18 GMT  
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msgtpainIf you could prove that MOST people want all the balance changes implemented, I wouldn't say boo about it again. And I don't give a shit what a defunct company intended to do, so don't bother basing your argument on it... They didn't, they're defunct, it's irrelevant.

Of course, you simply want it your way. It doesn't matter who made the game, worked with it, knew how it should have played or whatever else.

I didn't think you were this pathetic, not only are you unable to grasp logic (Shit you even bash Gizbotvas for that same thing yet do it all the time yourself), you can't even play the game decently well without your little security blanket of a n00b cannon to hide behind to cover for your lack of abilities.

I ought to bring out the people who've been threatened by you for killing you, since you got pissy and couldn't take losing your little security blanket against an APC or a Hum-vee or something else that you could destroy without a problem, but were too fucking stupid to pay attention to... So they gotta be cheating, even with RenGuard on. :rolleyes:

---

Subject: "Why does Renegade suck?"  
Posted by [remek](#) on Sat, 18 Dec 2004 22:45:11 GMT

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<http://www.renegadeforums.com/viewtopic.php?p=122489#122489>

thats why i still play renegade, i recently try new games but i dont like them at all..

---

---

Subject: "Why does Renegade suck?"

Posted by [Titan1x77](#) on Sat, 18 Dec 2004 23:20:46 GMT

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---

Let me get this right...CS has more players so it's better?

Your shallow to think just because a game has more people playing it it's automaticly better.

If you'd rather play a balanced game of Team deathmatch with fancy graphics over a C&C\_mode game with a slight issue regarding the points system then that's fine....I know most people play Renegade because it's not just mindless fragging.

The Ramjet isnt a problem at all(alot of games have overpowered weapons), the Netcode (flickering) is a problem.

Youve complained about almost every character/weapon in it, you Bitched about alot.....so you tweak Renalert to fit your desires,But I guess thats not good enough for you.

So why not Mod Renegade with all of it's current characters,vehicles,maps,etc....

So why the Fuck are you here bitching about it, Do something about it!

Most likely it will be a waste of your time, because only you and Tankclash and the other ass kissing followers will actually play it.

We all know where you stand on this game,Why make a new topic about this every month??

I dont know why this forums put's up with your shit, Many others topics like this is closed after a few posts.

Go cry elsewhere.

All you have contibuted to this game is a lil bit of time and a whole lot of bitching

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sat, 18 Dec 2004 23:41:13 GMT

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---

Titan1x77

All you have contibuted to this game is a lil bit of time and a whole lot of bitching

---

That's not true.. He "made the game", "worked with it", and "knows how it should have played" (or whatever else).

Actually, from what I've seen.. all he did was become butt-buddies with one of the developers at the now defunct Westwood Studios, got them to give him all the "secret" resources to the game, tried to finish ONE map, had it placed in the LAST official patch, and then realized that it sucked so bad no one played it so he made another version of it.. (which no one plays)

AssCrackFiller has been telling himself that he developed this game for three years now.. and I think he just honestly believes it now.. anyone can convince themselves of anything if they repeat it enough.

We're just stuck at the bottom of the food chain, not knowing what we like, unless it's told to us by him; but I'm okay with that.. I'll just continue to use what I know nothing about, because I don't make maps.

As for "those people".. please, keep their names to yourself; I'd hate for you to lose the few friends you have left over a silly internet argument with me. Cause you know, if you tell me their names, I'm going to banish them from my graces, and probably burn their homes down for not liking me.

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sun, 19 Dec 2004 01:32:29 GMT

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---

Yeah, what you saw... Which was nothing. You have no idea of what happened, you don't know how I got where I am. You're making illogical assumptions again, keep trying, maybe you'll hit the truth after the ten thousandth time you guess.

You have no idea of how many friends I have or what people think of me beyond this small community of game players. Yet another assumption, you'll hit the mark sometime.

I do like how you didn't refute the part about you threatening people when they kill you. I wonder how many others you've threatened to ban, or tried to lie about to get them banned, in order to make it look like you've got skill by surrounding yourself with unskilled players?

Quote:Let me get this right...CS has more players so it's better?

Several hundred thousand people aren't playing CS and CS:S because they suck. Use some logic for once in your life.

Quote:The Ramjet isnt a problem at all(alot of games have overpowered weapons), the Netcode (flickering) is a problem.

Oh no, the overpowered n00b cannon isn't a problem. It's JUST the flicker, it can't be the immense damage it does to most vehicles and all infantry.

Quote:Youve complained about almost every character/weapon in it, you Bitched about alot.....so you tweak Renalert to fit your desires,But I guess thats not good enough for you.

Uh right, I didn't tweak anything. It's actually based on an RTS game, and plays like Renegade was meant to. It wasn't surprising that we had over 250,000 downloads and about 1,000 players each month until it got shut down.

Quote:So why not Mod Renegade with all of it's current characters,vehicles,maps,etc....

I'm done modifying this dead game filled with losers like msgtn00b and yourself. Go have fun with Reborn, when you're done "tweaking that" you'll see where I'm coming from... If you actually make it something other than a clone of Renegade with different vehicles.

Quote:So why the Fuck are you here bitching about it, Do something about it!

I have done something about it for the past three years. Pay attention sometime.

Quote:We all know where you stand on this game,Why make a new topic about this every month??

Because I can. Just like you can come here and pitch your shitty work and pretend it's good. Just like msgtpain can come here, be a hypocritical idiot by contradicting EVERYTHING he preached to people, and whine about what he doesn't like too.

Quote:Go cry elsewhere.

You first, champ.

Quote:All you have contibuted to this game is a lil bit of time and a whole lot of bitching

About 70 game levels.

30+ for Renegade.

Over 30 for Renegade Alert.

Lots of buildings, tutorials, advice and gametime.

That's just the tip of the iceberg. Nice try, but you're wrong.

---

Subject: "Why does Renegade suck?"

Posted by [Jecht](#) on Sun, 19 Dec 2004 02:05:10 GMT

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First of all:

msgtpainAssCrackFiller

isnt clever, in fact its asinine.

AircraftKiller has contributed ALOT to the game, including a map making tutorial that even people

like me, who have no experience mapping at all can grasp. Including the maps hes made, including the Mod hes developed.

Also if you have ever banned someone because they killed you, your pathetic.

Now,

Aircraftkiller! I'm done modifying this dead game filled with losers

This game isnt dead, in fact, far from it. Come to UNrules Servers sometime. It is laggy, but at least it isnt filled with losers who will ban you for killing them and is actually filled with probably the nicest people in Renegade. I recommend the UNrules GSA server late on a Weekday night when the UN clan is on. They are proly the nicest clan in Renegade and arent jackasses bent on thinking anyone and everyone who isnt in their clan sucks or is beneath there skill and ability to play.

And finally probably the reason I still play Renegade:

Titan1x77 most people play Renegade because it's not just mindless fragging

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sun, 19 Dec 2004 02:30:23 GMT

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---

I appreciate the defense but I can handle him myself. I'm simply wondering when he'll stop responding and come back two days later playing the moral high ground card, "I stopped arguing, neener neener, I'm better than you!"

I've played on the UN servers, I don't like their choice of levels. Alkaline is an ass on the forums but in-game he's pretty cool.

---

---

Subject: "Why does Renegade suck?"

Posted by [hunteroo2](#) on Sun, 19 Dec 2004 02:56:44 GMT

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---

is it just me or would it be a whole lot easier if everyone kept their opinions to themselves...?

---

---

Subject: "Why does Renegade suck?"

Posted by [Renx](#) on Sun, 19 Dec 2004 03:08:39 GMT

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---

What fun would that be? Then these forums would be boring!

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sun, 19 Dec 2004 03:41:19 GMT

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gbull, I taunt AssCrackFiller because I can; it's the same argument he uses every time he responds to "pendumbass" or "retardin".. It's the only way I can get him to converse with me.. speaking logically only confuses him and degrades the topic at hand.

As for responding to kicking players for killing me.. There really is no response needed. Any "specifics" he is going to pull out were before RenGuard when EVERY server moderator was kicking players they felt we're playing abnormally. He was banned from my server for ADMITTING he cheated on other servers, and he didn't like it when I posted the IRC log here in the forums.. If that was before your time, you can do a little search and find it yourself.. He's been bitter ever since and accuses me of "kicking people for cheating, even though they are on RenGuard".. when in fact, I banned him for cheating period. It's my server, those are my rules..

Moral high ground? AssCrackFiller, I can assure you that whenever I fail to respond to your trivial posts, it is never because I am proving to you that I stopped arguing; It's always because I don't spend every waking hour here like you do.. Look at my post count? I'm not what you would call an "active participant" in these forums.. I have to give you a break once in a while.

---

---

Subject: "Why does Renegade suck?"

Posted by [TankClash](#) on Sun, 19 Dec 2004 04:48:41 GMT

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---

Yeah, msgtpain also has a habit of banning people who aren't "known cheaters" without a shred of proof and in a most despicable way.. from the server, IRC and forums, because he can't back up his claims and can't handle the fact that he's wrong.

Yeah I may be beating the dead horse still but I feel I've heard this jackass talk out of his ass long enough...

What... with him banning people from their "favorite server" they will just leave Renegade.

Good job, msgtpain... kill off a game quicker than the cheaters do, you make us proud!

One less server EA will need to run.

:rolleyes:

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sun, 19 Dec 2004 04:56:10 GMT

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---

You're an idiot msgtpain. I give you every opportunity to talk to me in a civil manner and you insist that you're right, that you've done nothing wrong, and that it's everyone's fault but your own... Then you say that you're stooping to my level of "because I can" instead of being a man and owning up to your mistakes. You're a fucking liar, one of the worst ones I've met on the Internet.

---

You're almost as bad as Lynne and her pretend sister.

After giving you like what, five chances to try and speak to me without resorting to bullshit insults, you go right back to doing it again. Somehow I wonder if you're not just an ass trying to use people to get what you want out of this place. Sorry, not falling for it again.

---

---

Subject: "Why does Renegade suck?"

Posted by [Renx](#) on Sun, 19 Dec 2004 05:11:50 GMT

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Wasn't TankClash allowed again when RG came out, then quickly banned again while running RG? I can't really remember if that's right or not..

---

---

Subject: "Why does Renegade suck?"

Posted by [TankClash](#) on Sun, 19 Dec 2004 05:17:24 GMT

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---

Because, he does not like to be wrong. And he won't take the chance.

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sun, 19 Dec 2004 05:48:24 GMT

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AircraftkillerYou're an idiot msgtpain. I give you every opportunity to talk to me in a civil manner.

You give ME every opportunity? That's a laugh.. I could have sworn that I did the same for you. Unfortunately, you always found a way back to your real self, which no one wanted around.

TankClash.. you were banned from the game server what, 15 months ago? And it wasn't on just MY observations, just about every single moderator in our community at that time believed you were cheating. If you were banned from the forums, it was most likely so we didn't have to listen to incessant bitching about how we were wrong; as for IRC, I have no clue.. there are about 10 entries on the banlist, and I'm seriously doubting one of them is yours.

Here's a list for you, the topic was started on Sept 23, 2003 by Lynne stating that she felt you were cheating, and wanted to know what everyone else thought. The names of the moderators who posted and agreed are:

msgtpain  
clonekilr  
leoeyes  
Derringer  
aussi123  
Jarhead  
Patonite



Tanhm07

So, you tell me.. YOU run a community, and 9 of your moderators, along with you, feel that a player doubled their skill (proven through our stats logs, both Kills per game, and k/d ratio) 1 week after the original release of the Big Head Mod.. and you're telling me that you would believe the one person when they say they aren't cheating, over the advice of all those moderators in your community?

Here, let me share with you, the data which we all evaluated at that time. here are the three months prior (and during) when the cheats were leaked, and the one month after.

June 2003

Average Score: 1,022.75

Total Kills: 1113

Total Deaths: 925

Average K/D Ratio: 1.20%

July 2003

Average Score: 828.66

Total Kills: 856

Total Deaths: 732

Average K/D Ratio: 1.17%

August 2003

Average Score: 1,280.05

Total Kills: 3119

Total Deaths: 1373

Average K/D Ratio: 2.27%

(Cheats released on Aug 21, 2003)

September 2003

Average Score: 933.79

Total Kills: 5543

Total Deaths: 1363

Average K/D Ratio: 4.07%

Those are your stats TankClash... You went from a 1-2 Max K/D ratio, to a 4.07 when we finally decided to boot you.. Go ahead and look for yourself.. it isn't just those months either, your stats doubled the week the cheats were released. Take that info, and 10 moderators suggestions that you be banned, and the rest is history..

Sorry you're so sore about it all.. but we do what's in the best interest for everyone, based on all the moderators recommendations, not just what one person wants. (ask AssCrackFiller if you don't believe me on that one)

---

---

Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sun, 19 Dec 2004 05:52:21 GMT

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---

Funny, he played exactly the same on RenGuard servers too. So with your logic, not only did he cheat, he was hacking the program to keep doing it. Come off it.

He said he bought a new computer then. It makes a big difference to go from playing at low framerate to having high framerate. Someone who was limited by their hardware can play extremely well after the limitation is removed.

You also did not cite the reason for his ban as people agreeing, initially. You said it was that he damaged your vehicle too fast. You didn't bother bringing out the K/D ratios until later because a lot of people were calling your bluff. Fucking liar.

Also, don't forget, you're the one who started this cheating shit. You goaded Ty into making a cheat program and brought the cheating programs on everyone indirectly, and then kept telling him to do it. You're the same kind of people who goaded Death Adder into creating an aimbot for CounterStrike when all you had to do was shut the fuck up about a game engine you don't know anything about.

Quote:You give ME every opportunity? That's a laugh.. I could have sworn that I did the same for you. Unfortunately, you always found a way back to your real self, which no one wanted around.

Yeah I did asshole. You don't remember me saying I wouldn't bother attacking you like I am now because I wanted to give you the ability to sort things out with me? I do this often with people who have problems with me and I'm sure a lot of people can testify to that fact. And you know what, after that happens, they stop bitching about me because we've come to understand each other and know that there's no reason to argue over the Internet.

I don't get why it works for them, and me, but when I try it with you... You still do the same shit you did before. You talk about me not changing yet you haven't stopped singing the same tune from day one, the "I'm never wrong because I'm msgtpain" song.

---

Subject: "Why does Renegade suck?"

Posted by [TankClash](#) on Sun, 19 Dec 2004 05:56:52 GMT

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Quote:Those are your stats TankClash... You went from a 1-2 Max K/D ratio, to a 4.07 when we finally decided to boot you.. Go ahead and look for yourself.. it isn't just those months either, your stats

doubled the week the cheats were released. Take that info, and 10 moderators suggestions that you be banned, and the rest is history..

Still talking out your ass. Like I said, there was no proof. And if I had cheated, wouldn't I have caused major damage? this so called bones.ini would have caused everything to take either lots or max damage... you didn't want to test me out... you didn't even ask for screen shots.

You're an ass... No proof... You didn't even confront me... you're no better than a cheater.

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sun, 19 Dec 2004 06:07:52 GMT

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You two can keep coming at me as long as you want. You know the difference between the two of you, and everyone else that hasn't said a word? You're the only two that are banned and still pissed about it.

I can either

A: Say I'm oh-so-sorry, let you have your way, and undo the bans

B: Leave everything as it is, and not lose a wink of sleep over it..

hmmmm... which should I chose.

Is this your "Posse" AssCrackFiller? TankClash? lol..

---

---

Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sun, 19 Dec 2004 06:13:40 GMT

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Aircraftkiller

I don't get why it works for them, and me, but when I try it with you... You still do the same shit you did before.

Because I don't bow down to your threats, and let you have your way every time the conversation comes up..

This isn't anything new Ack.. we've had these "private" conversations about two dozen times over the course of 2.5 years.. You were a mod, then you weren't, you were a mod, then you weren't, you like us, you hate us, you tolerate us, you despise us.. I finally had enough and decided that I wasn't keeping your bullshit in PM's where you wanted it anymore..

---

---

Subject: "Why does Renegade suck?"

Posted by [addseale2](#) on Sun, 19 Dec 2004 06:16:12 GMT

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Renegade sucks...

Because Aircraftkiller says so.

---

---

Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sun, 19 Dec 2004 06:16:59 GMT

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---

TankClashYeah, msgtpain also has a habit of banning people who aren't "known cheaters" without a shred of proof and in a most despicable way..

let me just say at the time, there was a high level of suspicion for even small misgaming (and i know because I was there), and by misgaming I mean things like lag kills and strange amounts of damage being received etcetra. the cheating season had gone off its rampant era and onto its 'be careful when you cheat' time because people were wising up to how obvious they were cheating thanks to all the damage points received.

but, they didn't ban you without a shred of proof. look over the threads, you were witnessed draining the damage from heavy class vehicles with a chaingun officer as well as many people pointing fingers at you a lot.....you went from a 4-6 kill average to 15 overnight..I might not like the place but know for a fact he wouldn't ban a regular from the game server without any proof at all..besides..how can you really "get" proof? you can only bear witness to things happening before your very eyes..

---

---

Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sun, 19 Dec 2004 06:17:40 GMT

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---

oops, foot in mouth...looks like the conversation evolved while that was typed.

---

---

Subject: "Why does Renegade suck?"

Posted by [TankClash](#) on Sun, 19 Dec 2004 06:18:12 GMT

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lol, you're spewing more bull agian.

Yeah, I'm pissed because I was banned why? Why not... I guess you're the kind of person who'd acuse someone of murder and put him to death and later find out "whoops, he didn't do it, tough break".

You seem to get pissy.. "omg he called me an ass lma ban him right away"

You bash Aircraftkiller every chance you get.

Please... don't even start with "ha you're still mad and blah".

Cheap ass.

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Subject: "Why does Renegade suck?"

Posted by [TankClash](#) on Sun, 19 Dec 2004 06:21:18 GMT

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flyingfooxoops, foot in mouth...looks like the conversation evolved while that was typed.

Don't you have something better to do... like brute forcing of people's WOL accounts or something to that aspect? one of the reason why you're not allowed on n00bstories servers.

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Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sun, 19 Dec 2004 06:29:53 GMT

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But at least I didn't cheat.

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Subject: "Why does Renegade suck?"

Posted by [TankClash](#) on Sun, 19 Dec 2004 06:31:39 GMT

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Funny, niether do I

:when/if... I play... I play with RenGuard on.. omg why am I still getting these kills?

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Subject: "Why does Renegade suck?"

Posted by [flyingfox](#) on Sun, 19 Dec 2004 06:33:36 GMT

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Aircraftkiller

Also, don't forget, you're the one who started this cheating shit. You goaded Ty into making a cheat program and brought the cheating programs on everyone indirectly, and then kept telling him to do it.

Also, that goading shit is bull.....he made the cheat program of his own accord, all the community did was say "right now, there isn't a working cheat available.....you show us one, and we'll deal with it in the right manner". goading would be "ha ha there will never be a cheat available for c&c renegade".

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Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sun, 19 Dec 2004 06:49:05 GMT

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It wasn't the community. It was him and his stupidity.

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Quote:Because I don't bow down to your threats, and let you have your way every time the conversation comes up..

I never threatened you. I always asked what your problem was and what could be done to get you to stop bitching at me. Your reasons continually change and this is a part of why I'm not going to bother thinking you have a reasonable side that's worth trying to talk to.

It was not two dozen times. It was about two or three times. When you say "stop cheating" or "stop doing things I don't like" in-game and refuse to respond, that isn't having a discussion. That's just you making demands and not explaining why.

I never asked to be unbanned. What I did do was challenge your intellect and ability to argue what you were arguing for. You still haven't proved that TankClash cheats and you still haven't answered most of what I wrote - instead opting to pretend I want unbanned. It's not as if anyone plays in your server to begin with, you banned most of the players on WOL for bullshit reasons because they killed you with a vehicle and you threw a hissy fit over it.

I also found it funny that you claim the server is yours when it's funded by more than just you. Aren't there about 15 or more contributors paying into the server to keep it running, but you claim it as your own, that you can do whatever you want with it?

Sad man, just sad...

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Subject: "Why does Renegade suck?"

Posted by [msgtpain](#) on Sun, 19 Dec 2004 07:34:58 GMT

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AircraftkillerIt was not two dozen times. It was about two or three times. When you say "stop cheating" or "stop doing things I don't like" in-game and refuse to respond, that isn't having a discussion. That's just you making demands and not explaining why.

You know damn well that I'm not talking about you killing me with an APC, etc. I'm talking about all those late night discussions we've had regarding the way you deal with others, especially with those in The Pitts community, and usually only during the times when you were a moderator FOR that community.. There were plenty of times when a few of us tried to honestly talk to you, and figure out why you harbored so much hate all the time.. As for "stop doing things I don't like in the game".. you mean like when we removed your moderator permissions because you would continually kick people that wouldn't use the tactic you wanted?

Aircraftkiller

You still haven't proved that TankClash cheats and you still haven't answered most of what I wrote.

There is no definitive way to prove that someone does or does not cheat, unless we trust RenGuard as that "device" or sit behind them while they are playing.. Neither of those took place when we banned TankClash.. He was banned on pure speculation, and approved by some

moderators and ALL Admins of The Pits, Including Crimson at that time.

What Specifically would you like Answered, Ack?

Aircraftkiller

It's not as if anyone plays in your server to begin with, you banned most of the players on WOL for bullshit reasons because they killed you with a vehicle and you threw a hissy fit over it.

The physical banlist has had names on it since it became available as an FDS option.. It currently has about 800 names on it, and hasn't been added to except for about a dozen names since RenGuard came out.

We use GameBot's kick/ban tables, which currently hold 317 users who are kicked or banned, of which, I've added 32. You can see for yourself here:

<http://renegade.the-pitts.net/gamestats/akicked.cfm?sort=kby>

So, what was that again about me banning most of the players on WOL because they killed me with a vehicle? Just talking out your ass again? Isn't that what the filler is for?

Aircraftkiller

I also found it funny that you claim the server is yours when it's funded by more than just you. Aren't there about 15 or more contributors paying into the server to keep it running, but you claim it as your own, that you can do whatever you want with it?

The server is mine.. It's in my name, and if you look at both the server and the forums, they both say The Pits. And yes, I can do whatever I want with it.. I could shut it down tomorrow if I wanted to; I could unban both you and TankClash right now if I wanted to.. Those 15 people contribute because they enjoy playing on the server, and yes, we typically discuss any major changes to the server or community before they are implemented.. Want to know how many times I've done something that any of them have had a problem with? zero And I can guarantee if I started a poll about how many people wanted streetImp to be allowed back in the server, you would lose.

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Subject: "Why does Renegade suck?"

Posted by [m1a1\\_abrams](#) on Sun, 19 Dec 2004 09:47:35 GMT

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I'm more interested in the possible balance changes to Renegade than this feud between the two of you, so I thought I'd bring it back to that for a little while.

Quote:You bitch about the Havoc over and over and over... EVERYONE has said, if you provide a unit that can counter across the map units efficiently, and make SEEKING missiles from everything that fires a rocket.. NO ONE will care if you change the way Havoc/Sakura function..

That's what msgtpain in the thread "Fix the damn gun". The suggestion was that it was the ability of Aircraftkiller (or whoever else) to successfully make the changes to the gameplay that was in question, not the belief of the players as to whether or not said changes would theoretically make

the game better. The thing is, after I pointed out that the changes were successfully achieved in the RenAlert mod (and with the desired results), the argument seems to have metamorphosed into the idea that it wouldn't be right to effect those changes because a large part of the player base is against them. Now obviously, what the the majority of the players want is an arguable point and not something that any one of us can decide for ourselves. What I'm trying to find out right now is whether msgtpain really feels that the gameplay would be improved if the Ramjet Rifle didn't do a great deal of damage to light armour (and suitably effective anti-air measures were realised to replace the role of snipers on the flying maps)... or whether he would rather that everything stayed as it is, for the sake of familiarity, ease of use, etc. Personally I don't think there's any question that the gameplay would be deeper if the changes were made in some form or another (through extra maps or a whole new game based on Renegade, whatever), and I've already pointed out that the changes can be successfully made to Renegade itself.

A couple of other points that I feel like making are that both msgtpain and Aircraftkiller are guilty of banning people from Renegade servers based on nothing more than gut feelings, or dislike of an individual on some way... and that an increase to your average kill/death ratio at The Pits server, over a short period of time, will never be a good indicator of cheating because of the way that it works. As long as you're capable of getting 5 kills every game and only dying once, then you'll receive an average k/d of "5.0". You can even spend half of your games staring at a Purchase Terminal in the Hand of Nod if you want, but as long as you don't die then your average doesn't drop, because you didn't actually receive a ratio at all for those games. As far as I can tell your average is consolidated at it's current position because you've played more games in total (as if you've received "5.0" for all of the games you've played, even though you haven't), so it's harder to reduce your average k/d by a significant amount even if you start a streak of games where you die regularly.

I don't know if it still works the same way now, but it certainly did when TankClash was banned, so if a slight increase in his average k/d over the course of a month is your statistical evidence for banning him (other than the gut feeling of a group of people), then you don't have any worthy evidence at all. I think I might have even increased my average k/d by 15% in a single month on your server, yet I was never banned for that reason. However, Modemmack was banned for that very reason, even when I had a similar k/d average to him... your reasons for banning people (or allowing them to stay banned if you prefer) are not very consistent, which is why I've come to think that you often ban people because you simply don't like something about them. Of course, I can anticipate you saying that if it were the case, you would have banned me long ago (if you haven't already, that is).

Edit: you know, I'm not sure why I keep defending TankClash over this. Just for the record, I think he's an asshole. Even so, I don't think he's a cheater.

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Subject: "Why does Renegade suck?"

Posted by [Aircraftkiller](#) on Sun, 19 Dec 2004 09:58:01 GMT

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You had those late night discussions about two times and only because it's your view of how you think people should be treated, but then go around and do the same things that you're bitching at me for all the time. I don't know why I didn't see that sooner but you're a hypocritical idiot...



You have no faith in RenGuard either. You might as well just make the server policy "I'll ban you no matter what you do, because I want to play and fuck what everyone else thinks."

Considering there aren't that many players on WOL, 800 is a big chunk of them. You still didn't address the point where you harass people for suspecting they cheat, no matter what they do to prove their innocence. Once you have it set in your mind that they're cheating you refuse to leave them alone. Don't forget about you harassing me in private messages saying you know I cheat and will keep doing it until I come out and admit using damage hacks or some other stupid shit you thought I was using.

Just because something is in your name does not make it yours. How do we even know that's your name? Are we just going to take your word as the definitive "device" that shows we can sit behind you and make sure you're not as much of a liar as I've already shown you to be?

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Subject: "Why does Renegade suck?"

Posted by [Crimson](#) on Sun, 19 Dec 2004 10:37:25 GMT

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As far as "goading to release cheats"... I think that sort of logic is the same as "we asked for 9/11 because of our foreign policies". Nothing excuses the release of cheats.

Bottom line, the thing I've always said. If you own a server, you have every right to say who can/can't play on it. If I want to ban everyone with an X in their nickname, I could.

Furthermore, unless there is compelling evidence in community opinion otherwise, we will NOT make mandatory balance changes to the game. Any maps with altered balance will be given separate file names and it will be at the discretion of the server owner whether or not they wish to run the altered maps. We always aim to give as much power as possible to the server owner, because it's ultimately their choice how gameplay will run on their servers.

With that, I think this topic will be locked. I'm not altogether happy about giving one person the last word, so if msgtpain wants to post his last words, I will let him.

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