
Subject: Renegade is dead

Posted by [ghost](#) on Fri, 11 Nov 2005 19:35:53 GMT

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Well i dont know if everyone will agree with me but i talked to hundreds of people and they all said the same thing.

"RENEGADE IS DEAD". why you ask? first thiers about 15 server most of which are empty. we went from thousands of users to less then 300.

I guess after they temporary shutdown ren everyone just didnt bother to come back or even check where to get the patch thing.

has renegade finally come to the end?

Subject: Re: Renegade is dead

Posted by [cheesesoda](#) on Fri, 11 Nov 2005 20:12:00 GMT

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I don't think it will ever truly die, but it certainly has been hurt badly by WOL recently being offline. This may be more or less the demise of Renegade on WOL, but from what I know, GSA is still going fairly strong, I guess.

Subject: Re: Renegade is dead

Posted by [Crimson](#) on Fri, 11 Nov 2005 20:16:28 GMT

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If everything goes right today will be the day.

Subject: Re: Renegade is dead

Posted by [Scythar](#) on Fri, 11 Nov 2005 20:18:03 GMT

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n00bstories server has been quite full all this time

And please, don't pull numbers like "hundreds of people" out of your butt cavity just to make it sound dramatic.

Subject: Re: Renegade is dead

Posted by [Jecht](#) on Fri, 11 Nov 2005 21:56:47 GMT

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I was just on n00bstories. 37/40 people filled. Not bad. We will get more when EA releases the First Decade.

Subject: Re: Renegade is dead
Posted by [Blazer](#) on Fri, 11 Nov 2005 22:06:12 GMT
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ghost wrote on Fri, 11 November 2005 14:35 Well i dont know if everyone will agree with me but i talked to hundreds of people and they all said the same thing.

You really talked to "hundreds" of people? That must have taken quite a while. Too bad you are all wrong

ghost wrote on Fri, 11 November 2005 14:35
"RENEGADE IS DEAD". why you ask? first thiers about 15 server most of which are empty. we went from thousands of users to less then 300.

Umm, the users havn't quit renegade, WOL HAS BEEN BROKEN FOR OVER A WEEK. The reason there arent any servers or players on WOL is because WOL has been having problems. There are currently more servers and players on XWIS from the people that are in the known enough to know about XWIS and used the tool to put their server and game clients there.

ghost wrote on Fri, 11 November 2005 14:35
I guess after they temporary shutdown ren everyone just didnt bother to come back or even check where to get the patch thing.

The problem wasn't temporary, it's still a problem, but you are right many people don't know about XWIS or where to get the xwis tool.

ghost wrote on Fri, 11 November 2005 14:35
has renegade finally come to the end?

Definitely not. Very, very, very soon, EA is pointing the DNS entry for the WOL servers to XWIS. This means that everyone will automagically connect to the the XWIS servers instead of WOL, and all the players will again be in the same place.

Subject: Re: Renegade is dead
Posted by [JPNOD](#) on Fri, 11 Nov 2005 22:08:16 GMT
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Just something to add, Don't know if it's been mentioned.

But If my Buddy is playing or whoever In the buddy list, You folow him in the server and U try to join by folowing. It says Password invalid, I restarted Ren various of times, so is this a XWIS

problem?

Also All my pings in the list appear 999, ingame it is fine.. it used to be green can it be turned to green again

Edit: does EA work at weekends?

Subject: Re: Renegade is dead
Posted by [cmatt42](#) on Fri, 11 Nov 2005 22:14:20 GMT
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JPNOD wrote on Fri, 11 November 2005 16:08
But If my Buddy is playing or whoever In the buddy list, You follow him in the server and U try to join by following. It says Password invalid, I restarted Ren various of times, so is this a XWIS problem?

I would imagine; I have this problem as well.

Subject: Re: Renegade is dead
Posted by [Homey](#) on Fri, 11 Nov 2005 22:28:08 GMT
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I never really cared when someone said renegade was dead because it wasn't. It never will really but...this is certainly another step down the stairs.

Subject: Re: Renegade is dead
Posted by [Aircraftkiller](#) on Fri, 11 Nov 2005 22:43:06 GMT
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I've never seen any other online game that has so many people saying "This game is dead". Have you? When is the last game you saw that had so few players, besides GSA's online chess? Hell, even that beats Renegade right now... A free game you get to play when you download GameSpy Arcade.

Crimson and Blazer are good people; however I think their optimism is misplaced. I've been watching the game since 1998, and been in its community since February of 2001. I've been around quite a long time and have seen many people say "This or that will be good" with Renegade. There's only been a few really instrumental things to happen with the game:

All patches, including the Glacier Flying addition; marking the first time that Westwood Studios has ever allowed fan-made content to be included with a game patch... By this I mean Glacier Flying.

RenGuard. No, I don't mean BHS. This isn't meant to be offensive toward BHS members, but there hasn't been very much BHS itself has done beyond RenGuard. BHS is just a name for a few people that have always worked together anyway. I just see BHS as a redundant term.

Steve Tall's FDS functionality implementation. I remember Blazer and Crimson working with him to get the first IRC to Renegade FDS functions online. Without him this game would have died a very long time ago.

Some functions of Jonwil's modified WS scripts.dll file. I say this because simply copying WS work and calling it his own, then adding functions that work with existing engine code doesn't exactly fall under my definition of "self made work". He just made a jury-rig to the game's awfully limited engine. I commend him for this but I do not commend him for calling scripts.dll his own, or attempting to force others to release their source code because he thinks anything can be made open source... Including corporate copyright.

None of these things really gave the game that much life. By the time RenGuard came out, it was already at the level of about 50 to 100 servers. Now I hear it's around 15. Even with RG out, certain morons refuse to accept you as legitimate because they don't know how the game works.

Try out other games. The kind of fringe element that keeps people (for some reason) hooked onto a game that is outclassed by many others is just odd to me. If you enjoy it, that's fine. I'm not stopping you from playing it and neither is anyone else who talks about how horrible the game is now. It was fun while it lasted.

Subject: Re: Renegade is dead
Posted by [WarZman](#) on Sat, 12 Nov 2005 00:16:20 GMT
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I never cared about people always say renegade is dying but why is there no one who gets ideas to get Renegade Back on life ?

Why they don't scrap the Licentie code from the install and make you playable on all the games ?...

they have may there money Renegade is out of producten. they only release gamepack with code you cannot play on the internet :S

Maybe BHS can make server where everyone with or without valid cd key can join. Make an add-able patch that allows you to play on other server.

Yeah i know its in the copy righted. But what wants EA with a Dead Game? (like most people says)

Maybe its the way to reanimate C&C Renegade. couse everyone who ever plays renegade like the game

Subject: Re: Renegade is dead
Posted by [ben5015se](#) on Sat, 12 Nov 2005 00:48:19 GMT
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WarZman wrote on Fri, 11 November 2005 19:16 I never cared about people always say renegade is dying but why is there no one who gets ideas to get Renegade Back on life ?
Why they don't scrap the Licentie code from the install and make you playable on all the games ?...
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Maybe BHS can make server where everyone with or without valid cd key can join. Make an add-able patch that allows you to play on other server.

Yeah i know its in the copy righted. But what wants EA with a Dead Game? (like most people says)

Maybe its the way to reanimate C&C Renegade. couse everyone who ever plays renegade like the game

im guessing you downloaded it?

anyway that didnt make sense so here i tried my best..

I never cared about people always say renegade is dying but why isnt anyone getting the idea to bring renegade back to life?
Why don't they scrap the License key from the install and make it playable?...
Renegade is out of production meaning no more money7 for ea... they only released the gamepack with code(wtf?) you cannot play online :S

Maybe BHS can make a server where everyone with or without a valid cd key can join. Make an add-able patch that allows you to play on other server.(not even trying to edit.).

Yeah i know its copy righted, but what does ea want with a dead game? (like most people says)

Maybe its the way to reanimate C&C Renegade.(???). Because everyone who ever plays renegade like the game

Subject: Re: Renegade is dead
Posted by [Blazer](#) on Sat, 12 Nov 2005 01:20:19 GMT
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Aircraftkiller wrote on Fri, 11 November 2005 17:43
None of these things really gave the game that much life. By the time RenGuard came out, it was already at the level of about 50 to 100 servers. Now I hear it's around 15.

It's around 15 because WOL has been broken for over a week now. You cannot even join the 15 servers that are there. This will be taken care of this weekend with the WOL->XWIS transition.

It sounds to me like you are saying that 50 to 100 servers is a small amount...think back man...we have never had so many Renegade servers as we do now. Remember when the server list was one page long, and people weren't using server names like a0000000000 to be at the top of the list? We actually have way way too many Renegade servers, the 100 server owners should consolidate to perhaps 25 quality servers (talking about WOL/XWIS servers).

Aircraftkiller wrote on Fri, 11 November 2005 17:43

Try out other games.

We (speaking for myself anyhow) do try other games. I currently have installed on my PC: Renegade, Counter-Strike:Source, Battlefield 2, Call of Duty 2, The Matrix Online, and Civilization 4.

Aircraftkiller wrote on Fri, 11 November 2005 17:43

The kind of fringe element that keeps people (for some reason) hooked onto a game that is outclassed by many others is just odd to me. If you enjoy it, that's fine. I'm not stopping you from playing it and neither is anyone else who talks about how horrible the game is now. It was fun while it lasted.

I guess it's what is referred to as a "cult classic". Yes pretty much any game made today, including probably some flash and java games, have better graphics and whatnot than C&C:Renegade. But they just don't have the rock solid gameplay and re-playability that Renegade has. People play Renegade because it's fun, and challenging, and is everytime they play it.

If you haven't noticed, people still play Red Alert and other C&C games too, but you aren't strongly urging them to "move on". You seem to have this disgruntled attitude, or whatever it is that made you turn from being practically a C&C:Renegade celebrity into the person who suddenly started saying that Renegade "sucks"...which is fine I guess, even though I don't understand what turned you...the only thing I don't get a warm feeling about is how you strongly urge "everyone" to stop playing Renegade just because you don't like it anymore.

I'm not bashing your opinion, I accept it no matter if I understand it or not, but I hope you actually read what I have said, and try to understand yourself why "we" like to play Renegade, despite the many flaws one could point out in the engine, graphics, etc. It's more than that to us. We don't judge it everytime we load it up, and say hmmm these graphics suck...we just play the game and enjoy it, and that keeps us coming back for more.

Subject: Re: Renegade is dead

Posted by [Kanezor](#) on Sat, 12 Nov 2005 01:23:39 GMT

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Aircraftkiller wrote on Fri, 11 November 2005 17:43 Try out other games. The kind of fringe element that keeps people (for some reason) hooked onto a game that is outclassed by many others is just odd to me. If you enjoy it, that's fine. I'm not stopping you from playing it and neither

is anyone else who talks about how horrible the game is now. It was fun while it lasted. I've tried other games. Warcraft III/TFT sucks. It's so very cartoony in a way that makes it impossible to easily see things. I haven't played World of Warcraft, but I have seen plenty of screenshots. It is absolutely the same way, only worse. Come on, being cartoony was cool in 1990 when computers couldn't display excellent graphics at realtime speeds. But that effect was already wearing off by the time Brood War entered the scene.

Half-Life 2 and associated mods suck. Counter-Strike just simply sucks. There's nothing like waiting up to 10 minutes all because you went gung-ho and got raped by a bunch of campers. Then when you don't get owned by campers, but instead kill five or six people on a rampage, you get banned by a server admin for cheating. What the fuck? Day of Defeat is fun... but again, it just doesn't fill that niche that Renegade has. Not only does it not have destroyable bases, but it simple does NOT have vehicles. And Dystopia... that's pretty much just another first person shooter with your average infantry classes and such, no vehicles, and generally being unfun.

I tried Battlefield 2. There's nothing like pumping two clips into them and not seeing your results while they mow down your friendlies, turn on you, and kill you in one or two shots. I'm not saying that doesn't happen on Renegade... it does. But it doesn't happen in Renegade very often, maybe once every few games. But in Battlefield 2, it happens every other time I try to engage someone. Not to mention the fact that Battlefield 2 has rampant spawn killing, team killing, and general bullshitting. The three biggest Renegade has to deal with are n00bs (every game has those), cheats (any popular game has those), and being underplayed. Also, Battlefield 2 simply doesn't have that niche that Renegade has. Does BF2 have bases that can be destroyed? No. Do you get rewarded for doing well in a game and punished for sucking? Only by your rank. In Renegade, if you want something... get it. If you can't, then it's either your fault for not defending well or bad timing for joining a game that's already progressing.

I think everyone here can agree that Generals sucks. I haven't played Zero Hour for more than 10 minutes because I don't need to: it brings Generals' suckage up another notch.

At least Valve's and Blizzard's games are being patched on a regular (if infrequent, for the older games) basis. Well, I can't speak for all of Valve's games because I rarely ever open up Steam simply because that's another level of pure suck that I just won't mention... but it does seem that when I try to launch a game that I haven't played in months, there's an update that it downloads for me. I do play StarCraft fairly often, and that's been patched several times in the last few months, and so has Blizzard's other popular games. I can't say the same for EA's games -- they've all but completely dropped the Command & Conquer series. I haven't seen a patch out for Battlefield 1942 in quite a while, and that's still popular (in fact, even more popular than Renegade). EA rather has a reputation of making a new game only to stop actively supporting the game within a year. At least they're letting the C&C community somewhat support itself. Without XWIS, the C&C community would have died during the past 2-week-long++ WOL outage. Without BHS, Renegade would have died months (if not years) ago.

Aircraftkiller, I don't mean this in a personal way; but you can take your offensive attitude toward C&C Renegade and fuck yourself. There's still no game quite like Renegade, and until there is, shut the fuck up. It might be an old game with antiquated features, but its playability is unmatched and the community's self-serving support is simply awesome. Not to mention that the storyline is my personal favorite.

Subject: Re: Renegade is dead
Posted by [ben5015se](#) on Sat, 12 Nov 2005 01:27:52 GMT
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i think renegade is so fun because, you can buy almost any unit.. the graphics are acceptable... he is right renegade isnt like anyother game except of course *cough* operation flashpoint*cough* did i say that out loud?

edit: i typed that wrong..
"he is right it just isnt as good as anyother game except of course "

Subject: Re: Renegade is dead
Posted by [Jellybe4n](#) on Sat, 12 Nov 2005 01:45:23 GMT
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Crimson wrote on Fri, 11 November 2005 15:16If everything goes right today will be the day.

Care to elaborate on that, is the re-direction of the DNS going ahead imminently now the that NAT issues have been resolved ?

Subject: Re: Renegade is dead
Posted by [AADude7](#) on Sat, 12 Nov 2005 02:22:52 GMT
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Aircraftkiller isnt saying to just stop playing, hes expressing his feelings about Renegade. How would you feel if you were him, and you went on Renegade seeing "0mfg teh liek kil me." I dont know why I like Renegade so much, but I have moved to many other games. I havent played Renegade for 2 weeks now because of many n00bs and XWIS.

Aircraftkiller wrote on Fri, 11 November 2005 13:43Try out other games. The kind of fringe element that keeps people (for some reason) hooked onto a game that is outclassed by many others is just odd to me. If you enjoy it, that's fine. I'm not stopping you from playing it and neither is anyone else who talks about how horrible the game is now. It was fun while it lasted.

Subject: Re: Renegade is dead
Posted by [Renegade1](#) on Sat, 12 Nov 2005 02:42:21 GMT
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I LOVE ACK!!!! <3333

Subject: Re: Renegade is dead
Posted by [Hydra](#) on Sat, 12 Nov 2005 03:25:16 GMT
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No relation.

Subject: Re: Renegade is dead
Posted by [Goztow](#) on Sat, 12 Nov 2005 09:17:00 GMT
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15 server WOL, about 50 on xwis...

Subject: Re: Renegade is dead
Posted by [Crimson](#) on Sat, 12 Nov 2005 09:25:19 GMT
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dancer wrote on Fri, 11 November 2005 18:45Crimson wrote on Fri, 11 November 2005 15:16If everything goes right today will be the day.

Care to elaborate on that, is the re-direction of the DNS going ahead imminently now the that NAT issues have been resolved ?

Bleh... thought it would be, but I guess not. :\

Subject: Re: Renegade is dead
Posted by [sterps](#) on Sat, 12 Nov 2005 10:11:01 GMT
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Wol seems to be up again, not slow either

Subject: Re: Renegade is dead
Posted by [Daze](#) on Sat, 12 Nov 2005 12:18:02 GMT
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From what I can see, the transition's been done, seeing as a new "Message of the day" has been posted up, plus the number of servers online has been pushed up to its normal amount again. RenGuard was showing roughly 60-90 players logged into its database a couple of days ago, but now it's back to 200-300 and still growing from what I've seen.

I like Renegade for prettymuch the same reason as anybody else, which is the gameplay. Many would complain about the n00bs you get, but honestly, you find just as many good people who

you can work and be friends with. I also like how teamplay isn't a must, you can sometimes work by yourself, even though teamplay is always the easiest way to get things done, and the most rewarding part anyway.

I've been playing Renegade since February 2002, and still don't intend to stop anytime soon.

I guess Aircraftkiller's like for the game dissipated after RenAlert actually became good at the .993 release, which I could understand since the mod was in a few ways better than the game it was built off. The only thing I didn't like was the bugs like weird rendering of the windows on buildings, magnetic fences and so on. The mod was still heaps of fun, but it just didn't have the replayability of Renegade to me, I eventually stopped playing it and moved back to playing Renegade only.

Renegade's lasted for say almost 3 years, here's for another 3 strong ones of good gaming, mods and fun to come.

Subject: Re: Renegade is dead
Posted by [Ma1kel](#) on Sat, 12 Nov 2005 12:21:07 GMT
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Xphaze Marathon and BC AOW, both having a special set up for their ports to fix the NAT problem on their side, both full most of the time.

Subject: Re: Renegade is dead
Posted by [Renardin6](#) on Sat, 12 Nov 2005 13:37:41 GMT
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Every 'first decade sold' is a 'renegade sold'.

So I don't think the game is dead.

Subject: Re: Renegade is dead
Posted by [Coolair](#) on Sat, 12 Nov 2005 13:51:08 GMT
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Renardin6 wrote on Sat, 12 November 2005 08:37Every 'first decade sold' is a 'renegade sold'.

So I don't think the game is dead.

Good point!

Subject: Re: Renegade is dead

Posted by [Renerage](#) on Sat, 12 Nov 2005 16:11:09 GMT

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Everything seems t be back to normal...therefore, i dont see why this thread should be locked.....
Just a suggestion to avoid pointless rambling.
Like this post here. Its rambling.

And spam.....

Anyways.

Lock the topic?

Subject: Re: Renegade is dead

Posted by [Crimson](#) on Sat, 12 Nov 2005 18:45:02 GMT

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Ma1kel wrote on Sat, 12 November 2005 05:21Xphaze Marathon and BC AOW, both having a special set up for their ports to fix the NAT problem on their side, both full most of the time.

There's no "special setup". Olaf and Scorpio9a fixed the problem.

Subject: Re: Renegade is dead

Posted by [jschultz9](#) on Sat, 12 Nov 2005 19:38:04 GMT

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The main thing I have noticed with the switch over to XWIS coming is that since people cant connect through WOL they dont bother to get the XWIS launcher which is where most servers are at[besides GSA] and so mostly true Renegade players are on the servers now, the bigger servers are doing fine. They have a following and the players go where they know there is action. Less n00bs means better gameplay so if we decrease the number of players and we get more talented players then so be it. Renegade was becoming filled with n00bs ruining servers and gameplay. I personally think the switch over has been a good thing.

Subject: Re: Renegade is dead

Posted by [exnyte](#) on Sat, 12 Nov 2005 20:45:53 GMT

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Crimson wrote on Sat, 12 November 2005 12:45Ma1kel wrote on Sat, 12 November 2005 05:21Xphaze Marathon and BC AOW, both having a special set up for their ports to fix the NAT problem on their side, both full most of the time.

There's no "special setup". Olaf and Scorpio9a fixed the problem.

I'll vouch for it... I've been playing on XWIS since WOL started having problems. I'm behind a

NAT and have had no problems what so ever playing ANY servers.

Subject: Re: Renegade is dead

Posted by [icedog90](#) on Sun, 13 Nov 2005 00:05:00 GMT

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Coolair wrote on Sat, 12 November 2005 05:51Renardin6 wrote on Sat, 12 November 2005 08:37Every 'first decade sold' is a 'renegade sold'.

So I don't think the game is dead.

Good point!

He actually does have a good point. However, it could be a pointless point because a lot of people who buy it could either:

A. Already own most of the games and just want them on DVD.

B. Not even bother to install Renegade.

I'm not saying this against you, but even though the game will be purchased again, it does not guarantee that all of those people who purchase it (that have never played it before) will begin playing it.

Subject: Re: Renegade is dead

Posted by [Crimson](#) on Sun, 13 Nov 2005 00:54:26 GMT

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majikent wrote on Sat, 12 November 2005 13:45Crimson wrote on Sat, 12 November 2005 12:45Ma1kel wrote on Sat, 12 November 2005 05:21Xphaze Marathon and BC AOW, both having a special set up for their ports to fix the NAT problem on their side, both full most of the time.

There's no "special setup". Olaf and Scorpio9a fixed the problem.

I'll vouch for it... I've been playing on XWIS since WOL started having problems. I'm behind a NAT and have had no problems what so ever playing ANY servers.

The problem is, because of someone who was ill-informed, we've been calling it the "NAT bug" but it was never related to NAT. I, too, am behind NAT and I was able to join some servers, but not all. So, unless someone who codes for BC and/or XPhaze says they specifically did something, then you have come to the wrong conclusion. I am confident that you did because if anyone from either of those communities had a fix like that, they would have posted it in the Server Owners forum where we were discussing the bug with Olaf.

Subject: Re: Renegade is dead
Posted by [ben5015se](#) on Sun, 13 Nov 2005 22:11:53 GMT
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Well

people who bought it prolly want to see the the fps version of cnc is like..

Subject: Re: Renegade is dead
Posted by [Luigi30](#) on Mon, 14 Nov 2005 14:47:52 GMT
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I bought it in a 4-pack with some other random games and the CD-key was in use (!*#\$ shoplifters), so I'm stuck playing it on Gamespy with a keygened key

I'll have to buy the First Decade thing so I can play on WOL

Subject: Re: Renegade is dead
Posted by [htmlgod](#) on Mon, 14 Nov 2005 16:38:28 GMT
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<3 Renegade.

Subject: Re: Renegade is dead
Posted by [SuperMidget](#) on Mon, 14 Nov 2005 20:33:18 GMT
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j_ball430 wrote on Fri, 11 November 2005 15:12I don't think it will ever truly die, but it certainly has been hurt badly by WOL recently being offline. This may be more or less the demise of Renegade on WOL, but from what I know, GSA is still going fairly strong, I guess.

This is true.

There are STILL people playing Diablo 1 online

Subject: Re: Renegade is dead
Posted by [icedog90](#) on Mon, 14 Nov 2005 20:36:05 GMT
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I recently tried playing Worms Armageddon online... the player and server count hasn't changed for 3-4 years. Good times, and they still exist.

Subject: Re: Renegade is dead
Posted by [Goztow](#) on Tue, 15 Nov 2005 07:55:16 GMT
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Some people still play RA1 online too. That's from 1996 and didn't even really have a true online play.

So yeah...

Subject: Re: Renegade is dead
Posted by [Aircraftkiller](#) on Tue, 15 Nov 2005 14:38:06 GMT
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Red Alert came with Westwood Online so it already had multiplayer enabled through the WOL services. That fact added to the fact that it wasn't a sales failure shows why Red Alert still has players.

Subject: Re: Renegade is dead
Posted by [icedog90](#) on Tue, 15 Nov 2005 22:21:24 GMT
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Renegade still has players...

Subject: Re: Renegade is dead
Posted by [Jecht](#) on Wed, 16 Nov 2005 00:40:28 GMT
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ACK, you're obviously ignorant. Play Renegade again sometime. I assure you that a server with over 30 people in it can be found.

Subject: Re: Renegade is dead
Posted by [Renerage](#) on Wed, 16 Nov 2005 00:59:18 GMT
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ACK, i found one with 33 jus this morning at 7:00 EST, thats pretty early

When the day moves on, it gets mroe people.

Now tell me, hwo can you sit there and say theres not many people in renegade? When by looking at it, and the servers with people in it, you can rougly count (number off top of head) at least 200 people on it at one time.

Subject: Re: Renegade is dead
Posted by [Goztow](#) on Wed, 16 Nov 2005 07:48:00 GMT
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Reading the Xwis MOTD tells me yesterday evening (GMT, so with little Americans out there) there were about 300 players on Renegade. I'm sure more came as it became later.

Subject: Re: Renegade is dead
Posted by [Aircraftkiller](#) on Wed, 16 Nov 2005 14:25:47 GMT
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I didn't say Renegade had no players, I said it had very few - 30 players is not very many at all.

Subject: Re: Renegade is dead
Posted by [PackHunter](#) on Wed, 16 Nov 2005 17:18:02 GMT
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Quote:I didn't say Renegade had no players, I said it had very few - 30 players is not very many at all.

Agreed. If you look at BF2 for instance, that game has thousands of players, instead of hundreds of players at any given time. But it has been like this for years now and Renegade just refuses to give up and die.

Anyway, as long as people are still here, so will I...

Subject: Re: Renegade is dead
Posted by [Blazer](#) on Wed, 16 Nov 2005 17:28:42 GMT
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Aircraftkiller wrote on Wed, 16 November 2005 09:25 I didn't say Renegade had no players, I said it had very few - 30 players is not very many at all.

Do you seriously think that even a single day has passed in all of Renegade history when there were only 30 players? He was talking about a single server, there are hundreds of servers, with varying levels of players, thats hundreds of constant players, not tens.

Subject: Re: Renegade is dead
Posted by [Aircraftkiller](#) on Wed, 16 Nov 2005 23:50:28 GMT
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Do me the favor of compiling a list of at least 100 servers and I'll believe that claim, but I seriously doubt there being many more than 200 or so players left in that game.

Subject: Re: Renegade is dead
Posted by [Sniper_De7](#) on Thu, 17 Nov 2005 00:02:00 GMT
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there's 75+ people playing on gamespy as of this moment. let's say that number recycles 3 times and that makes it 225 on gamespy alone

Subject: Re: Renegade is dead
Posted by [Crimson](#) on Thu, 17 Nov 2005 00:24:47 GMT
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There are 72 servers just on RenGuard alone...

Subject: Re: Renegade is dead
Posted by [Jecht](#) on Thu, 17 Nov 2005 00:37:38 GMT
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Renegade could be alive with less than 20 servers

Subject: Re: Renegade is dead
Posted by [Aircraftkiller](#) on Thu, 17 Nov 2005 00:48:07 GMT
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Just as alive as GameSpy Chess!

Subject: Re: Renegade is dead
Posted by [Jecht](#) on Thu, 17 Nov 2005 01:42:36 GMT
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Does that make it dead?

Subject: Re: Renegade is dead
Posted by [Aircraftkiller](#) on Thu, 17 Nov 2005 01:45:43 GMT
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If it's as popular as a very unpopular game (not saying that chess is), yes.

Subject: Re: Renegade is dead
Posted by [ghostSWT](#) on Thu, 17 Nov 2005 03:11:10 GMT
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Aircraftkiller wrote on Wed, 16 November 2005 15:50Do me the favor of compiling a list of at least 100 servers and I'll believe that claim...

Here you go 100 servers...

WOL 1. #a00 2. #a000 3. #a00000000 4. #a00000002 5. #a00000004 6. #A00000005 7.
#A00000006 8. #A00000007 9. #a00000008 10. #a00000009 11. #A0000000A 12. #A0000000B
13. #a0000000h 14. #a0000000j 15. #a00000010 16. #a00000011 17. #a00000013 18.
#a00000018 19. #a0000001J 20. #a0000001n 21. #a0000001p 22. #A0000001T 23. #A0000001V
24. #a0000001w 25. #a0000001x 26. #a0000002f 27. #a0000002g 28. #a0000003e 29.
#a0000004c 30. #A0000004J 31. #A0000004P 32. #a0000005q 33. #a000000a0 34. #a000000a1
35. #a000000a2 36. #a000000bt 37. #a000000e 38. #a000000qb 39. #a00000123 40.
#a000001rm 41. #a00000200 42. #a00000a1g 43. #a00000ren 44. #a0000omi1 45. #a0000omi2
46. #a1dudeaaa 47. #aarenwarz 48. #AdadServ 49. #aLTroush2 50. #aLTroush3 51. #aLTroush4
52. #AOWPublic 53. #aWarSrv1 54. #BCServ4 55. #BCServ5 56. #ClanGear7 57. #cncreserv 58.
#CoGGaow 59. #cpk7 60. #CugsWorld 61. #CustoMaps 62. #DaUndrTak 63. #DECSERVER 64.
#eSports01 65. #eZxsvr001 66. #Fnsrv1 67. #Fnsrv2 68. #frontsrv1 69. #geist667 70.
#gunand123 71. #hha2002 72. #ilovcandy 73. #Lbserv1 74. #Lunatic44 75. #minique 76. #MP0
77. #MP1 78. #MP2 79. #MP3 80. #MP4 81. #MP5 82. #MP6 83. #MP7 84. #MP8 85. #MTownTN
86. #Nonserv2 87. #owoserv1 88. #RTFSERV01 89. #RTFSERV02 90. #snipmaste 91.
#SpoonySrv 92. #Westwood 93. #WhiskyH2O 94. #ylabsrb

GSA

95.RED Recruiting 96.UCGAMING 97.WPI-CnC Renegade 98.Smokers Lounge 1.037 99.[AUG]
Sniper Warz 100.-=]RT-E.COM [sniper]=-

Subject: Re: Renegade is dead
Posted by [Goztow](#) on Thu, 17 Nov 2005 07:47:55 GMT
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ghostSWT wrote on Wed, 16 November 2005 22:11Aircraftkiller wrote on Wed, 16 November
2005 15:50Do me the favor of compiling a list of at least 100 servers and I'll believe that claim...

Here you go 100 servers...

WOL 1. #a00 2. #a000 3. #a00000000 4. #a00000002 5. #a00000004 6. #A00000005 7.
#A00000006 8. #A00000007 9. #a00000008 10. #a00000009 11. #A0000000A 12. #A0000000B
13. #a0000000h 14. #a0000000j 15. #a00000010 16. #a00000011 17. #a00000013 18.
#a00000018 19. #a0000001J 20. #a0000001n 21. #a0000001p 22. #A0000001T 23. #A0000001V
24. #a0000001w 25. #a0000001x 26. #a0000002f 27. #a0000002g 28. #a0000003e 29.
#a0000004c 30. #A0000004J 31. #A0000004P 32. #a0000005q 33. #a000000a0 34. #a000000a1
35. #a000000a2 36. #a000000bt 37. #a000000e 38. #a000000qb 39. #a00000123 40.
#a000001rm 41. #a00000200 42. #a00000a1g 43. #a00000ren 44. #a0000omi1 45. #a0000omi2
46. #a1dudeaaa 47. #aarenwarz 48. #AdadServ 49. #aLTroush2 50. #aLTroush3 51. #aLTroush4
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#CoGGaow 59. #cpk7 60. #CugsWorld 61. #CustoMaps 62. #DaUndrTak 63. #DECSERVER 64. #eSports01 65. #eZxsvr001 66. #Fnsrv1 67. #Fnsrv2 68. #frontsrv1 69. #geist667 70. #gunand123 71. #hha2002 72. #ilovcandy 73. #Lbserv1 74. #Lunatic44 75. #minique 76. #MP0 77. #MP1 78. #MP2 79. #MP3 80. #MP4 81. #MP5 82. #MP6 83. #MP7 84. #MP8 85. #MTownTN 86. #Nonserve2 87. #owoserv1 88. #RTFSERV01 89. #RTFSERV02 90. #snipmaste 91. #SpoonySrv 92. #Westwood 93. #WhiskyH2O 94. #ylabsrb

GSA

95.RED Recruiting 96.UCGAMING 97.WPI-CnC Renegade 98.Smokers Lounge 1.037 99.[AUG] Sniper Warz 100.-=]RT-E.COM [sniper]=-
And at GSA there's many, many more!

Yesterday eve when i logged into Renegade: 350 players. But why are we waisting time trying to convince him of something he could easely check by clicking "advanced game listings"?

*wonders how many renalert-servers are around.

Subject: Re: Renegade is dead
Posted by [Blazer](#) on Fri, 18 Nov 2005 00:13:25 GMT
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gbull wrote on Wed, 16 November 2005 19:37Renegade could be alive with less than 20 servers

Hell yes. As I said, think back, to the days when Aircraftkiller actually played and liked Renegade...how many servers did we have? Less than 25! In the past couple of years, places like servermatrix have made dedicated servers so cheap that the number of servers has more than quadrupled, leading to the silly practice of registering server names like "a00000000a" just to be on the top of the list or the first PAGE of servers.

One dedicated server capable of running a decent renegade server costs at LEAST \$150/mo, so the combined server owners are spending easily almost 2,000 per month just on renegade servers, not to mention all of the players who are playing on them....that sure as hell doesn't sound "dead" to me.

Subject: Re: Renegade is dead
Posted by [icedog90](#) on Fri, 18 Nov 2005 05:29:58 GMT
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Dead or not, people still play it, and we still play it. Telling us that we're wasting our time is wasting your own time.

Subject: Re: Renegade is dead

Posted by [klote2314](#) on Fri, 18 Nov 2005 16:50:01 GMT

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uhm renegade is not dead i think it yust needs a little time to start up again may clan WWO (world wide owners) still have 46 ppl that will play ren soon but first we are going to start rent a box and then our members will join playing renegade

Subject: Re: Renegade is dead

Posted by [Lijitsu](#) on Fri, 18 Nov 2005 18:24:44 GMT

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klote2314 wrote on Fri, 18 November 2005 11:50uhm renegade is not dead i think it yust needs a little time to start up again may clan WWO (world wide owners) still have 46 ppl that will play ren soon but first we are going to start rent a box and then our members will join playing renegade
The period and comma are your friends. Learn to love them. That, or learn to get my boot shoved up your ass regularly... Damnit, I've been saying that ever since I heard a Storm Trooper say "I heard something" in Star Wars: Battlefront. Except it was more like: You're about to hear my boot go up your ass in a minute." God I've got to get better insults. And stuff... Screw it, I blame the cold.

Subject: Re: Renegade is dead

Posted by [icedog90](#) on Sat, 19 Nov 2005 00:09:46 GMT

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Lijitsu wrote on Fri, 18 November 2005 10:24klote2314 wrote on Fri, 18 November 2005 11:50uhm renegade is not dead i think it yust needs a little time to start up again may clan WWO (world wide owners) still have 46 ppl that will play ren soon but first we are going to start rent a box and then our members will join playing renegade
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English isn't his primary language. You know, every time you do this to someone whose english sucks, someone else, such as me, comes up and reminds you that the person's English is not primary. Try looking at their ISP first before doing this.

Subject: Re: Renegade is dead

Posted by [Sniper_De7](#) on Sat, 19 Nov 2005 02:09:21 GMT

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not to mention he says he's dutch in location, heh

Subject: Re: Renegade is dead
Posted by [Kanezor](#) on Sat, 19 Nov 2005 03:10:20 GMT
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Kanezor wrote on Fri, 11 November 2005 19:23

Aircraftkiller, I don't mean this in a personal way; but you can take your offensive attitude toward C&C Renegade and fuck yourself. There's still no game quite like Renegade, and until there is, shut the fuck up. It might be an old game with antiquated features, but its playability is unmatched and the community's self-serving support is simply awesome. Not to mention that the storyline is my personal favorite.
