
Subject: The Renegade Universe -a status Report 2006

Posted by [EA-DamageEverything](#) on Sat, 27 May 2006 12:26:42 GMT

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This is gonna be a short summary about the activities/News till today.

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WOL is running on the XWIS servers since 10/2005. All the servers are listed in one IRC-Channel and it's harder to separate the good from the worse now. I want Euro and Us back (Pacific didn't count because nobody hosted a server there).

On the non00bs server, there are some german autoannounces present! w00t? They broke the lance of dictatorship on american servers! I mean, on most of the servers, players do NOT have the right to write in another language than english. This may be due to the fact, they are too lazy to learn foreign ones. If you look on many german servers, there are zero restrictions. You even can write in turkish if you have this kind of teammate on your Team ingame... On non00bs I can write german or french or... now without getting offended by a mod. Jippieh

Corepatch 1 wa a mercy. Except the crappy maps like Sand & Gobi. Less installation Problem in comparison to Corepatch 2. Corepatch 2 came with new scripts(the installer says 2.13 but they are the 2.21 though) and the ability to choose between BR1.41 OR the new ssaow. The bugfixing has left some errors=

Canyon= The ground texture around the NOD refinery is way darker than the rest in the NOD base.

Snow= Whenever NOD buys a vehicle, it won't run out of the red pad on the airstrip. In case of a planned rush, the vehicle will be destroyed if you don't drive it out of this area quickly.

Terrace= I miss some wall- and rooftextures at the beginning of the tunnel which is behind the GDI Powerplant.

++positive features++

NoCD Crack included / New maps to play on / standalone Installer without problems.

http://www.renegadeforums.com/index.php?t=thread&frm_id= 23&rid=0

Jonwil is releasing new scripts too fast I think. I definately appreciate his work for the community, but wouldn't it enough to bring out new scripts every two months? However, he is one of those highly respected members from BHS who constantly works for the Renegade Community.

Whenever someone has a question regarding something related to the scripts, he feels the need to answer. Thank you Jonwil for all you've done and what ever comes next in the future!

<http://prdownloads.sourceforge.net/rentools/scripts272.zip?download>

SSAOW 1.5 has been released in the mid of March 2006. I recommend you all to DL it. It's more a bugfixed 1.41 but in the Quality as it's predecessors.

<http://ircd2.lomag.net/~wtdragon5/forum/index.php?showtopic= 6005>

Brenbot 1.43 is in progress. Infact it ran on Crimsons n00bstories server more than 2 months ago (stable?) and it should be released out to the public within the next few weeks. This is what I've got from Packhunter yesterday= "Yes, I am working on BrenBot 1.43. But I don't think it is ready for release yet. There are a few things I would like to fix before that. But the release is getting close though. A few servers are testing the new version for me. After that I will probably make more versions too." I hope this will be BR 1.44 or higher.

<http://www.renegadeforums.com/index.php?t=msg&th=18445&start=0&rid=4045>

The project RenHawk (formerly RenVis) seems to be dead. Minax71 is absent and no clue if/when he ever will come back to the Renegade Universe to finish this great Replaytool. It's a shame... I think he must be dead or arrested till he or someone else proves the opposite. Last Thread about him here <http://www.renegadeforums.com/index.php?t=msg&th=18554&start=0&rid=4045>

Roleplay 2 -will this Map ever be released? Napalmic&Blazea58 (and all the other developers) are working on this project for approximately 1,5 years now I guess. So can we all expect the best RPG-map ever? I hope so. I wanna have an ETA if possible. Info here=
<http://www.freewebs.com/renegaderp2>

Renguard 1.04 is at WIP status as I could read on different sites. Crimson has achieved the 300 US_Dollar for purchasing the security Software (am I wrong, please correct me). No ETA till now but I'm happy that it's been going forward.

v00d00 released a skeptical Tool on April, the 11th. It's called Renegade serial changer. I will NOT offend the good intention for making this Tool, but you should recognize that cheaters with enough VALID serials can bypass any Kickban now.

<http://www.renegadeforums.com/index.php?t=msg&th=19368&start=0&rid=4045>

Blazer is working on the project Teamspeak Regulator again. Yay! Good luck while coding (and betatesting later) this!

http://www.renegadeforums.com/index.php?t=msg&goto=197180&rid=4045#msg_197180

MP has given out the Coop 2.25. Since Coop1.75 went out to the public, MP has given up one of their secret projects. Keep the rest private MP, I'm sure it's worth it. Just my 2 Cents. Download it here <http://www.game-maps.net/index.php?action=file&id=562>

Zunnie has left the MP-Clan at the End of April 2006. What a sad day for them. Many of us do know Zunnie under those Nicks ingame= SoQzunnie, FMzunnie, Zunnie. He was and is one of the dutchies who has made a lot for the Rene Community. I know him since he was on SoQ. later he moved to FM, then FM and DT (Dre4mteam UK) were merged into MP. Forum topic here

<http://www.multiplayerclan.net/forum/index.php?showtopic=1093>

Unrules finally decreased their serverlag! Great! Instead of running 4 servers like they did before, only 2 are running now. Thank you so much Alkaline for less lag and the lower Pings.

<http://www.unrules.com>

BHS changed their toplevel Domain. .org is history now, the new URL is <http://www.blackhand-studios.net> -but who cares? The site hasn't been updated since 2004 (?) obviously.

The Renegadewiki is listing some Links to Renegade Clansites. Nice effort Crimson, I will update this in a few days. There are more active Clans in Rene than it seems.

http://www.renegadewiki.com/index.php?title=Renegade_clans

Eat more Tiberios! I just love the site from Justin Pereira and hope he will release more from his

good work.

<http://tiberios.justinpereira.com>

The worlds greatest Downloadpool has been launched! Forget renmaps.com here comes
<http://www.renmaps.de> . Note, the site is in german so don't get lost when browsing the Database.

Finally, there is my Renegade Worldmap at frappr where every Renegade player can sign in. It counts ATM 260 members and is growing up well. Feel free to join, add a crazy shoutout and/or a Link to your Clan= <http://www.frappr.com/ccr>

EA Games announced the next C&C. It's going to be a typical RTS in the same style Generals has been released. No hope for another FPS like Renegade...
<http://www.ea.com/official/cc/cc3/us/index.jsp>

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OK, enough now. Post your opinions here or correct me when I'm wrong in certain things. Happy fragging!

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [mision08](#) on Sat, 27 May 2006 15:40:23 GMT

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I like you!

I wish you would post an edited version of this every month. Hell, I don't care if you edit it or not. Much more interesting than reading posts from punks with an abrupt sign off...good day
I figure there is a thread about this page here somewhere, but I didn't see one

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [JPNOD](#) on Sat, 27 May 2006 16:52:11 GMT

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Quote:WOL is running on the XWIS servers since 10/2005. All the servers are listed in one IRC-Channel and it's harder to separate the good from the worse now. I want Euro and Us back (Pacific didn't count because nobody hosted a server there).

When they were seperated and when I was playing on USA there was alot more teamwork on USA servers, also alot of newbies don't know how to switch the server list. I think that this has brought the people closer to eachother
Which is a good thing.. leave it this way.

Quote:On the non00bs server, there are some german autoannounces present! w00t? They broke the lance of dictatorship on american servers! I mean, on most of the servers, players do NOT have the right to write in another language than english. This may be due to the fact, they are too lazy to learn foreign ones. If you look on many german servers, there are zero restrictions. You

even can write in turkish if you have this kind of teammate on your Team ingame... On non00bs I can write german or french or... now without getting offended by a mod. Jippiéh

So? most people go to school now a days no? Besides you don't have to know very good english to do teamwork. IF you want to talk about other things in your own language then do that via PM /name .. At least try. ANd it's still up to the server owners to decide how they want it being run. I tend to talk dutch when there's other dutch. English should be the first language.

Also the announce is bs why do it in german and not in dutch or french, Either way do it all or don't do it all. And just leave it in english.

Other then that this is a nice way to see the progress.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [JohnDoe](#) on Sat, 27 May 2006 18:32:27 GMT

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I'm half-German and I honestly think that they should either learn some basic English or talk in private, since hardly anybody else will understand what they're saying and that's irritating. The funniest thing is when the dipshits insult you in a foreign language...it's up to the server owner tho.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [icedog90](#) on Sat, 27 May 2006 18:41:58 GMT

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Who cares if you're half German? That doesn't make you any different unless you actually lived there.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [EA-DamageEverything](#) on Sat, 27 May 2006 18:52:32 GMT

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I agree with you JPNOD, in the end it's up to the Admins to allow this and that etc.

UPDATE=

I have updated the Clan list on the Renegade WIKI now:
http://www.renegadewiki.com/index.php?title=Renegade_clans

I have more Clans on my Internet favourites, but a lot of Clans are still inactive/dead although their sites are online. So I only put those into the list who are really active in Rene.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [mrpirate](#) on Sat, 27 May 2006 18:57:32 GMT

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icedog90 wrote on Sat, 27 May 2006 14:41 Who cares if you're half German? That doesn't make you any different unless you actually lived there.

Ding ding.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [JohnDoe](#) on Sat, 27 May 2006 20:51:56 GMT

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icedog90 wrote on Sat, 27 May 2006 13:41 Who cares if you're half German? That doesn't make you any different unless you actually lived there.

I've lived there my whole life you dumb fuck.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Kanezor](#) on Sat, 27 May 2006 22:49:16 GMT

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EA-DamageEverything wrote on Sat, 27 May 2006 07:26

Jonwil is releasing new scripts too fast I think. I definately appreciate his work for the community, but wouldn't it enough to bring out new scripts every two months? I quite agree with that. And in fact, I've even told him that in the past.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Renx](#) on Sat, 27 May 2006 23:16:52 GMT

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Checking for bugs is a waste of time!!!!

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Crimson](#) on Sat, 27 May 2006 23:26:44 GMT

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EA-DamageEverything wrote on Sat, 27 May 2006 05:26

On the non00bs server, there are some german autoannounces present! w00t? They broke the

lance of dictatorship on american servers! I mean, on most of the servers, players do NOT have the right to write in another language than english. This may be due to the fact, they are too lazy to learn foreign ones. If you look on many german servers, there are zero restrictions. You even can write in turkish if you have this kind of teammate on your Team ingame... On non00bs I can write german or french or... now without getting offended by a mod. Jippieh

Requesting English be spoken isn't for any sort of power abuse. It's just that most servers don't want you to get too carried away with bad language and if it's in another language that we don't speak, we don't know if you're insulting someone or talking about rush plans, or maybe even giving away the plans for your team. I can understand French, but I'm not going to go learn Dutch and German just to moderate my server.

Quote:

Canyon= The ground texture around the NOD refinery is way darker than the rest in the NOD base.

None of the Core Patches caused that. You just need to go into the wwconfig.exe application and change your lighting off of "Vertex Lighting". That's a wwconfig.exe bug that's existed since the beginning.

Quote:

Jonwil is releasing new scripts too fast I think.

This is a first -- complaining about too many releases.

Quote:

Renguard 1.04 is at WIP status as I could read on different sites. Crimson has achieved the 300 US_Dollar for purchasing the security Software (am I wrong, please correct me). No ETA till now but I'm happy that it's been going forward.

Yes, we did acheive our goal. We are discussing the possibility of releasing another intermediate release repackaged in the new security software which would allow Win2k and Win64 users to use 1.03.

Quote:

v00d00 released a skeptical Tool on April, the 11th. It's called Renegade serial changer. I will NOT offend the good intention for making this Tool, but you should recognize that cheaters with enough VALID serials can bypass any Kickban now.

They already could. This tool was created to fix some problems with The First Decade.

Quote:

BHS changed their toplevel Domain. .org is history now, the new URL is <http://www.blackhand-studios.net> -but who cares? The site hasn't been updated since 2004 (?) obviously.

We use the domain for email and downloads, so it was important to notify the community that email and downloads from the new domain were truly from us and not an imposter site. We prefer to use the more-visited RenGuard.com and the RenGuard MOTD to share news when it's available.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Jecht](#) on Sun, 28 May 2006 04:27:42 GMT

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JohnDoe wrote on Sat, 27 May 2006 15:51icedog90 wrote on Sat, 27 May 2006 13:41Who cares if you're half German? That doesn't make you any different unless you actually lived there.

I've lived there my whole life you dumb fuck.

How was he supposed to know?

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [JohnDoe](#) on Sun, 28 May 2006 09:04:34 GMT

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gbull wrote on Sat, 27 May 2006 23:27JohnDoe wrote on Sat, 27 May 2006 15:51icedog90 wrote on Sat, 27 May 2006 13:41Who cares if you're half German? That doesn't make you any different unless you actually lived there.

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How was he supposed to know?

Why does he assume that I've never lived there then?

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Goztow](#) on Sun, 28 May 2006 12:58:48 GMT

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Crimson: I think it would be better to concentrate on the new version in stead of updating the old version. No much use to solve this because people who don't want to use it will then just swap their reason from "I use win 2K" to "It has been bypassed anyway".

Subject: Re: The Renegade Universe -a status Report 2006
Posted by [trooprm02](#) on Sun, 28 May 2006 17:12:10 GMT
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Ya, what ever happened to RenHawk

Subject: Re: The Renegade Universe -a status Report 2006
Posted by [icedog90](#) on Sun, 28 May 2006 17:29:50 GMT
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JohnDoe wrote on Sun, 28 May 2006 02:04gbull wrote on Sat, 27 May 2006 23:27JohnDoe wrote on Sat, 27 May 2006 15:51icedog90 wrote on Sat, 27 May 2006 13:41Who cares if you're half German? That doesn't make you any different unless you actually lived there.

I've lived there my whole life you dumb fuck.

How was he supposed to know?

Why does he assume that I've never lived there then?

because you said you were half German, which kind of pointed out that half of your heritage was German.

Subject: Re: The Renegade Universe -a status Report 2006
Posted by [Canadacdn](#) on Sun, 28 May 2006 18:42:56 GMT
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EA-DamageEverything wrote on Sat, 27 May 2006 07:26

Roleplay 2 -will this Map ever be released? Napalmic&Blazea58 (and all the other developers) are working on this project for approximately 1,5 years now I guess. So can we all expect the best RPG-map ever? I hope so. I wanna have an ETA if possible. Info here=
<http://www.freewebs.com/renegaderp2>

There is no time for the final version currently, but a near-finished beta will be released in the next month or two.

Subject: Re: The Renegade Universe -a status Report 2006
Posted by [=HT=T-Bird](#) on Sun, 28 May 2006 21:06:47 GMT
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Small update:

HazTeam Renegade has long been dormant, however, I and a few determined clanmates are still playing Ren every now and then...

FnFall is still alive and kicking (albeit with a new name: Gamerz0ne).

BC is still around (unfortunately, Vloktboky's RenLua has not been given much attention around here).

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Carrierll](#) on Sun, 28 May 2006 21:53:11 GMT

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I was thinking, maybe a sort of table of all the file names in always.dat and their purposes etc... obviously, we'd have to put it somewhere like www.renegadewiki.com and have the community contribute, it would be there as a resource for modders new and old alike.

I think I can contribute one entry lol

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [Crimson](#) on Sun, 28 May 2006 22:05:02 GMT

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The wiki is publicly editable, so go for it.

Subject: Re: The Renegade Universe -a status Report 2006

Posted by [EA-DamageEverything](#) on Mon, 29 May 2006 01:41:19 GMT

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Crimson wrote on Sun, 28 May 2006 01:26Quote:

Jonwil is releasing new scripts too fast I think.

This is a first -- complaining about too many releases. Please do not count this as a real complaining but IMHO it would be better if he releases a decent updated scripts Package once every two months instead of releasing smaller updates every two weeks for example.

BrenBot updated information= Brenbot 1.43 which runs (or ran) on the n00bstories server was made by Blazer from what I've heard now. Packhunter has re-coded the 1.43 from scratch -and it supports the current ssaow now!

I have DLed the RenLUA zip file and I'm about to learn coding. But don't expect results in the near future, my prior objective is to translate the scripts (ingame Messages), the whole NR (if Nightma hasn't forgotten my request) and the config files from Cloudyserv. I already translated the BR

config files and the FDS/ssaow INIs.

Finally I began to make some Skins. I will post some of them in a few days on the mod forum here.
