Subject: A NEW TYPE OF RENEGADE!
Posted by thrash300 on Mon, 04 Sep 2006 06:20:35 GMT
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Looking over the different types of Renegade games you can play... Snipers only, All Out War, Capture The Flag, How about this one: Protect The President. Sure it would probably have a lot of flaws, like a sniper to the head, but Im sure this can be overcome and be made into a great game. But I don't do editing YET.......

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Nightma12 on Mon, 04 Sep 2006 10:54:51 GMT
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Capture the mobius?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by sycar on Mon, 04 Sep 2006 16:44:19 GMT
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capture the locke/kane perhaps?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Jaspah on Mon, 04 Sep 2006 18:59:21 GMT
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Nightma12 wrote on Mon, 04 September 2006 06:54Capture the mobius?

wasn't that a gametype that was supposed to be implemented?

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Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Dover on Mon, 04 Sep 2006 22:04:21 GMT
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It already was implemented, in the Sole Survivor mod.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by thrash300 on Tue, 05 Sep 2006 02:39:53 GMT
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No man, the point of the game would be to kill either Locke, EDIT: Maybe Protected by AI Bots?,

or Kane, OR a different somebody, Brittney Spears? Skins....

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by thrash300 on Tue, 05 Sep 2006 02:41:29 GMT
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Nightma12 wrote on Mon, 04 September 2006 05:54Capture the mobius?

LOL, THAT WOULD BE A HARD ONE. I would try it. Althought you would somehow have to take his gun away.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by havoc9826 on Tue, 05 Sep 2006 06:51:49 GMT
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Jaspah wrote on Mon, 04 September 2006 11:59Nightma12 wrote on Mon, 04 September 2006 06:54Capture the mobius?

wasn't that a gametype that was supposed to be implemented?
Dover wrote on Mon, 04 September 2006 15:04It already was implemented, in the Sole Survivor mod.

I think Jaspah was trying to confirm whether Capture the Mobius was one of the many gamemodes Westwood was considering before they were forced to abandon all but C&C mode. Anyway, Sole Survivor did manage to implement this mode, but as nobody ever seriously played that mod, it was forgotten.  Here's a quick clip: Video
Note: Team Dri Reign deliberately made it so that a character's normal weapons (you could pick up more from crates) had infinite refills, so that's why you see my sniper rifle ammo reserves at 999.

thrash300 wrote on Mon, 04 September 2006 19:39No man, the point of the game would be to kill either Locke, EDIT: Maybe Protected by AI Bots?, or Kane, OR a different somebody, Brittney Spears? Skins....

Black-Cell once had a Siege mode, where one team had to protect a satellite uplink device.  I wasn't part of the community back then, but from what I heard, it was very glitchy, as well as unbalanced, and vloktboky abandoned it.  He had posted the source of his version of CTM (not sure if it's the same as Team Dri Reign's) and of Siege, but the links to where they were hosted are now dead, though, so I have no idea if anyone still has them.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Tue, 05 Sep 2006 22:24:31 GMT
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---

Both Siege and CTM were abandoned due to public interest. Most of the people were screaming for AOW and CTF modifications and additions, and that forced the early prototypes onto the back burner. I wouldn't call Siege glitchy or unbalanced; it was merely a working experiment that, for the most part, did what was promised of it.

Had more people wanted to see it be worked on over building the SSCTF package, it would have probably evolved more into a "build your base and lay siege to the opponent's base" in a sense that both teams would have a static "target" entity (perhaps come sort of comm sat or other important-looking object) that, when destroyed, would cause you to lose. However, the difference would be that instead of being able to just buy any infantry/vehicle or have a steady income of credits, you would instead have to hunt down plugin objects that are placed throughout the map and install them in your base. These plugins would fail overtime and would need to be replaced. For example, installing a wrench plugin would enable the purchase of engineers/repair guns and/or auto repair on vehicles, or something along those lines. Installing a tiberium crystal would allow for a steady flow of credits. The more crystals installed, the more cash you get every second. Plugins to allow you to purchase certain vehicles or classes of vehicles, certainty infantry rolls and weapons, and special abilities to aid in either laying siege or defeating a siege placed on your own base, etc. What would result from that is proper siege warfare - not just blocking the team in to the vicinity around their base, but also blocking them off from vital resources needed to keep their base operating efficiently. Those plugins won't last forever and will break, and if you can't get out to the field, get a new one, and get it back to your base intact and installed, you're going to steadily lose abilities until you eventually have nothing more than an auto assault rifle. By default, the other team would surely win, which they should, for in this case, they have properly laid siege onto the enemy.

The only problem I can foresee in such a gameplay scenario would be space constraints, especially if you do such a thing server-side and are forced to use the stock maps. You would really have to be careful where you place those plugin spawners - not too close to each other, but still in key locations that could be besieged by a team on their own.

Oh, and I have no idea where you could find the source for the previously mentioned projects. I do not have those files any longer.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by thrash300 on Thu, 07 Sep 2006 01:11:42 GMT
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So "Protect The President" woulden't work because of gliches, and such and such?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Thu, 07 Sep 2006 01:51:04 GMT
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Well that question is completely dependant on what you are looking for when you ask if it will work. Is it feasible? Sure. Is it programmable given the limitations present? To an extent. Will

many play it?  Nobody can answer that until there is something to play.

Make it and tweak it until it works the way you deem it must work.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by thrash300 on Thu, 07 Sep 2006 01:54:16 GMT
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I need to learn how to do all of that.!  You woulden't happen to know any good tutorials for this?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Teh-Pwnerer on Sat, 09 Sep 2006 00:07:55 GMT
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CCM FTW.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Dover on Sat, 09 Sep 2006 21:40:09 GMT
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What the hell does CCM stand for anyway? I know it's part of the n00bstories server name, but I always thought it was "Crimson's Castle, Motherfucker".

[Edit:] I am a dumbass. I just realized what it stood for three seconds after I posted this. Please forgive me.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by futura83 on Sun, 10 Sep 2006 09:10:52 GMT
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what does it stand for?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by light on Sun, 10 Sep 2006 10:22:51 GMT
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"Command and Conquer Mode" I believe.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by futura83 on Sun, 10 Sep 2006 10:42:27 GMT
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oh. AOW and CCm are the same thing then...

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Crimson on Sun, 10 Sep 2006 10:50:04 GMT
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Yeah, I don't know where the heck "AOW" came from when the correct name is "Command and Conquer Mode" and results in a 3 letter acronym just the same.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by ghost on Sun, 10 Sep 2006 17:34:16 GMT
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Just like ctf only a moving target correct?

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Dover on Sun, 10 Sep 2006 21:05:22 GMT
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I'm pretty sure AOW implies "All Out War", meaning that there aren't any disallowed units. Some servers like to disallow Ramjets or flying vechs or snipers, or whatever. Those servers can't claim to be AOW

Or I could be talking out my ass.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Sun, 10 Sep 2006 22:25:52 GMT
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Thank you almighty one for correcting us simple folk in our grievous misconception.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Mon, 11 Sep 2006 00:12:39 GMT
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Dover wrote on Sun, 10 September 2006 16:05I'm pretty sure AOW implies "All Out War", meaning that there aren't any disallowed units. Some servers like to disallow Ramjets or flying vechs or snipers, or whatever. Those servers can't claim to be AOW

Or I could be talking out my ass.
technically speaking, a server would have to allow ob walk, base to base and whatnot to be truly "all out war".

Possibly even cheats.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Mon, 11 Sep 2006 00:23:03 GMT
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Only if you are technically an idiot.  You in general know exactly what people are referring to when they use that acronym to describe their server.  Don't even try to turn it into anything else or push it out of their vocabulary.  All Out War means everything fair goes.  And if people want to use it, what the Hell concern is it of yours?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by light on Tue, 12 Sep 2006 10:37:37 GMT
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To be a 'true' AOW server would you have to allow extras?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Tue, 12 Sep 2006 15:25:07 GMT
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vloktboky wrote on Sun, 10 September 2006 19:23Only if you are technically an idiot.  You in general know exactly what people are referring to when they use that acronym to describe their server.  Don't even try to turn it into anything else or push it out of their vocabulary.  All Out War means everything fair goes.  And if people want to use it, what the Hell concern is it of yours?
Who, may I ask, is the official judge of what is "fair"?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Tue, 12 Sep 2006 18:52:01 GMT
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Don't ask the question when you already know the answer.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by KIRBY-098 on Tue, 12 Sep 2006 21:10:18 GMT
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MaidenTy1 wrote on Tue, 12 September 2006 10:25
Who, may I ask, is the official judge of what is "fair"?


I'm guessing common sense would dictate that, but not here in LA LA Land where exploits and glitches are accepted as "fair".

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Nightma12 on Tue, 12 Sep 2006 22:07:20 GMT
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Siege sounds like alot of fun! i dont see why it wasnt continued

i would definetly play that.... y were the games so boring?

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Sniper_De7 on Tue, 12 Sep 2006 22:51:24 GMT
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What about hill camping or PT glitching (Yes, accessing the pt outside the building is a glitch) What about two people wall jumping on say field? It's a glitch, then again Nod already has a distinct disadvantage because two people can rush towards the ref and one take an ob hit, so would it be fair that two men can rush the GDI base and wall jump? You can't exactly say which is "fair" and which isn't. The fact that Nod already has disadvantages in quite a bit of the maps, does that mean it should be more lenient towards them in those maps? You really *cannot* say what is fair, because westwood never made it perfectly balanced, that would be near impossible. However, it still largely depends on the better team than it does the side, it still gives a team an advantage.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by $c0p3 on Tue, 12 Sep 2006 23:50:22 GMT
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GDI > NOD on most maps, it's true.. Why do you think one of my clans beat de7's clan once? We weren't better skillwise than any of their players, we just had field GDI, and it's really hard to lose field with gdi in a 5v5 when you know what you're doing.

I only ready de7's post lol!

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by $c0p3 on Tue, 12 Sep 2006 23:52:13 GMT
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MaidenTy1 wrote on Tue, 12 September 2006 11:25vloktboky wrote on Sun, 10 September 2006 19:23Only if you are technically an idiot.  You in general know exactly what people are referring to when they use that acronym to describe their server.  Don't even try to turn it into anything else or push it out of their vocabulary.  All Out War means everything fair goes.  And if people want to use it, what the Hell concern is it of yours?
Who, may I ask, is the official judge of what is "fair"?

I think AoW means Renegade.. I've never thought of it any other way.

I hate it how Snipers try to divide Renegade between "Sniping" and "AOW" when really Sniping is a simple, small aspect of Renegade, and AOW, in essense, is Renegade being played for what it's SUPPOSED TO BE.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by jnz on Wed, 13 Sep 2006 00:35:08 GMT
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and snpier server dont actully know what sniping is. yo can snipe with any gun as long as you are far away and hidden.

playing in a tunnel dancing like in those western movies isn't sniping it is dueling.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by $c0p3 on Wed, 13 Sep 2006 01:01:25 GMT
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I think sniping is useless except when used in 'AOW' for the purpose of getting points, killing orcas/apaches or defending your team from other snipers.

To snipe to just simply snipe is basically pointless, because other than in those isolated sniper servers, you're never going to get a chance to hug a wall for that long in-game.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Wed, 13 Sep 2006 08:05:44 GMT
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vloktboky wrote on Tue, 12 September 2006 20:52Don't ask the question when you already know the answer.
I don't know the answer. Do you?

---

Clearly not everyone is in concurrence about what constitutes "fair", otherwise why do servers have different rules?

So who is the defining authority on this?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Wed, 13 Sep 2006 08:32:14 GMT
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You must either be pretty fucking bored or pretty fucking stupid.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Wed, 13 Sep 2006 09:16:53 GMT
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Stop evading my question and answer it plainly.

Quote:Only if you are technically an idiot. You in general know exactly what people are referring to when they use that acronym to describe their server. Don't even try to turn it into anything else or push it out of their vocabulary. All Out War means everything fair goes. And if people want to use it, what the Hell concern is it of yours?

Don't dodge the question again, keep the insults to yourself, just provide a plain answer to a perfectly simple question.

Who is the judge of what is fair?

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by futura83 on Wed, 13 Sep 2006 14:44:31 GMT
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the simple answer - no-one. as what is fair and what is not is a point of view, and what someone could see as fair, others might not

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by KIRBY-098 on Wed, 13 Sep 2006 20:40:10 GMT
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MaidenTy1 wrote on Wed, 13 September 2006 04:16Stop evading my question and answer it plainly.

Quote:Only if you are technically an idiot. You in general know exactly what people are referring to

---

when they use that acronym to describe their server. Don't even try to turn it into anything else or push it out of their vocabulary. All Out War means everything fair goes. And if people want to use it, what the Hell concern is it of yours?

Don't dodge the question again, keep the insults to yourself, just provide a plain answer to a perfectly simple question.

Who is the judge of what is fair?

He's not dodging anything. It is so simply evident even you should know it.

There aren't 5,000 gameplay modes based on each and every little tweak, mod or exploit.

There are really only three, and he helped create one of them.

Single player
Command and Conquer mode commonly called AOW
Capture the flag

Everything else including "Sniper only" are deviations off those three.

Not that they are any less "Fun" or any other thing you care to argue. That's just the way it is, and AOW is the common term for C&C mode like "Map" is a common name for Level or Car is a comon name for every vehicle with four wheels below a gross tonnage of 10,000 lbs.

His point is that you're arguing semantics, and when you do that you are showing a clear lack of comprehension of the topic.

Westwood did not design the game for play with exploits in mind. And if C&C mode or AOW was supposed to have extras as a standard, you wouldn't have to to hit ALT to use them and they'd be in the manual. Do you think the Nod extra veh is an elite go kart? It was used in Alpha to test level playability before vehs were implemented.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by futura83 on Wed, 13 Sep 2006 20:57:24 GMT
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the extra vehicles are weak and quite crap. they cant attack, so wouldnt be useful in a war anyway!

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Wed, 13 Sep 2006 22:07:34 GMT
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Thank you Kirby.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by KIRBY-098 on Wed, 13 Sep 2006 22:41:47 GMT
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the17doctor wrote on Wed, 13 September 2006 15:57the extra vehicles are weak and quite crap. they cant attack, so wouldnt be useful in a war anyway!


Yay for semantics!


Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Dover on Thu, 14 Sep 2006 05:48:37 GMT
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Isn't the Sedan really effing fast, though? Like, faster than a Nod Buggy?

And even the Nod extra vech, it's low profile, speed, and good armor make it a fair troop transport (Although in retrospect the APC owns it)


Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Thu, 14 Sep 2006 06:53:32 GMT
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The amusing part is you still have not answered my question.


Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Thu, 14 Sep 2006 08:12:38 GMT
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The amusing part is how much you resemble the Energizer Bunny.  Jesus Christ, kid.  I wish you could show the same level of devotion and enthusiasm in other areas that you are showing in this fabricated argument of which you insist on starting.  Kirby more than answered your stupid-ass question ten fold.

If you really want this argument to permiss, allow me to jump to the conclusion and offer you the self-satisfaction you obviously crave.  You can claim victory on this one.  Congratulations on your proud achievement.  I'm sure it will prove to be a much needed boost in your confidence and your self-esteem.

As for the rest of us, we will retreat back into our dark rooms and promptly continue laughing at how much of a damn fool you have made yourself out to be.

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Thu, 14 Sep 2006 08:17:57 GMT
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vloktboky wrote on Thu, 14 September 2006 04:12Jesus Christ, kid. I wish you could show the same level of devotion and enthusiasm in other areas that you are showing in this fabricated argument of which you insist on starting.
I didn't start the argument. I simply said, in response to your "All Out War means everything fair goes" that opinions differ on what is "fair", and it is therefore impossible to draw up a conclusive, be-all-end-all list of what is "fair".

vloktboky wrote on Thu, 14 September 2006 04:12If you really want this argument to permiss, allow me to jump to the conclusion and offer you the self-satisfaction you obviously crave. You can claim victory on this one. Congratulations on your proud achievement. I'm sure it will prove to be a much needed boost in your confidence and your self-esteem.

As for the rest of us, we will retreat back into our dark rooms and promptly continue laughing at how much of a damn fool you have made yourself out to be.
Claim victory? What are you talking about? I don't desire "victory" or self-satisfaction. I want you to answer the question you've been dodging for a full page and are apparently unaware of the fact you haven't answered yet.

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by vloktboky on Thu, 14 Sep 2006 08:18:41 GMT
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Need I honestly say more?

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Thu, 14 Sep 2006 08:30:39 GMT
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You only needed to answer the question I asked much earlier in the thread. Apparently it was beyond you, hence the evasion and insults.

Quote:You in general know exactly what people are referring to when they use that acronym to describe their server.
I say again: if different servers do not have the same rules (for example: refhopping, hillcamping, and so forth...) then clearly you do not know exactly what people refer to.

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by warranto on Thu, 14 Sep 2006 15:23:11 GMT
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Sorry, but MaidenTy1 is correct here.

Some servers consider using the "PT Glitch" to be acceptable and fair, some servers do not allow it, as it is considered to be unfair.

Some servers consider "Ob walking" to be fair, while most do not.

Some servers consider "Wall jumping" to be fair, while others consider it fair if only done with two or more people assisting each other.

Some servers consider the extreme amount of damage snipers to to light armour to be fair, while others consider it to be excessive.

Some servers allow "Vehicle Bombs" which they consider to be a fair tactic, while others do not.

---

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by futura83 on Thu, 14 Sep 2006 15:25:41 GMT
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warranto wrote on Thu, 14 September 2006 12:23Sorry, but MaidenTy1 is correct here.

Some servers consider using the "PT Glitch" to be acceptable and fair, some servers do not allow it, as it is considered to be unfair.

Some servers consider "Ob walking" to be fair, while most do not.

Some servers consider "Wall jumping" to be fair, while others consider it fair if only done with two or more people assisting each other.

Some servers consider the extreme amount of damage snipers to to light armour to be fair, while others consider it to be excessive.

Some servers allow "Vehicle Bombs" which they consider to be a fair tactic, while others do not.

hence, what is fair is a point of view. but in the case of server rules, it is up to the admin, as his/her point of view of fairness is what dictates the rules

---

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Thu, 14 Sep 2006 16:47:01 GMT
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I never considered it possible to have such difficulty getting someone to understand something so mind-bogglingly simple.

---

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by KIRBY-098 on Thu, 14 Sep 2006 16:52:51 GMT
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Absolutely amazing. You guys have a gift.

I'm going back to learning how to make games professionally while you guys live in wonderland.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Spoony on Thu, 14 Sep 2006 17:06:38 GMT
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Are you always this arrogant, or are you simply having a crappy day?

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by Aircraftkiller on Thu, 14 Sep 2006 18:13:24 GMT
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don't worry, he says that everywhere now. i guess it's his way of thinking he's better than
everyone

maybe i should meet up with him since he's going to full sail in winter park, and that's only a few
miles away.

Subject: Re: A NEW TYPE OF RENEGADE!
Posted by tonyrolm on Thu, 14 Sep 2006 20:16:52 GMT
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I couldn't resist adding my 2cents to the already 3 pages of posts on your question originally
posted.
I read through all the threads on this topic and want to thank you for the for the 'CR' (Comic Relief)
To quote a title of a song. " The Song Remains the Same"
I have an answer to you question posted.
Rules are in place to help make the gameplay 'fair' for everyone playing.
Who is the governing body that decides what is fair?
Well it is the server community, and server owners that decide what is fair.
My server has both general rules amd map specific rules.
The general rules are in place to treat everyone with respect. The map specific rules were voted
on by the players to
allow or disallow glitches use that everyone is aware of(except the n00bs). Like wall hopping, it
was voted on to be allowed on the map Field.

They are aware they have to defend against it.

Because the C&C Renegade is old and no longer supported by EA, a lot of unique glitches to the game have been found out.
Players have taken these glitches of the game design flaw and used them to have an unfair advantage over players that
are unaware that these exist. This constitues unfair play for those n00bs.
Like operating system glitches that were never fixed associated with the way the EA designed the game.

As for 'extras' these individuals that took the time to developed these addons have helped keep this game still running.
Like cracker jacks boxes called 'crates' surprises inside keep it interesting and fun.
Most games only hope to sustain life as long as this one has.

So if you were to take out all the modifications to date, all the extras that have been added over time whats left?
A glitchy 'POS' (Piece Of Shit) that wouldn't matter if it was called AOW or CCM and would end up no fun.
Can someone close this thread now? hmm.. as one other poster put it. End of Story.

---

## Subject: Re: A NEW TYPE OF RENEGADE!
Posted by KIRBY-098 on Thu, 14 Sep 2006 21:15:29 GMT
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Aircraftkiller wrote on Thu, 14 September 2006 13:13  You're awesome!

I was going to make a spiffy little comeback, but really what's the point? You feed on conflict, and I have much better uses of my time.

---