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Subject: The Renegade Universe in mid 2007 -my 2nd Summary  
Posted by [EA-DamageEverything](#) on Wed, 30 May 2007 13:05:01 GMT  
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Hello again, it's been a while since I wrote the first part of this CLICKY and I thought that it's time for a new. Let's go=

RENGUARD 1.04 seems to be in WIP status, but meanwhile Renguard v1.0323 has been released. Get it here

The Renegade Wiki wasn't maintained enough for a long time, so I decided to get the job done. I updated my two favourites: The Clan page and the Community sites page. I've made Backups to prevent a worst case szenario.

On the Community sites area, you will find links for Renegade downloads -the Giga Mappack for example. If that's not enough, get 2 extreme rare maps here and C&C\_DestructionDerby.mix here (click on submit -> maps -> on the 4th site you'll find it).

There a bunch of Mods/Conversions in progress for Renegade now. RA: APB or Renegade: A new Hope is not the End of the Show. I've added a few links on the Wiki, but these aren't the End of the Show too. Check this link here.

Bad News about RenHawk: It's dead. The good News are: SEye is coming! If you wanna take a look how it works and haven't seen RenHawk yet, click here. Or goto the Win32 Server forum and read the Topics.

SSAOW 1.51 is out. This is only a minor Update and contains some Bugfixes.

SSCTF 2.92 is out too. What's more interesting here, is the fact that it jumped from v1.31 to v2.92.

Roleplay2 will be finished soon! The current final beta Package is almost as big as Afghanistan2 (and a PKG too). After ages of Betas there is Hope. <http://www.roleplay2.com>

Blazer was working on the Teamspeakregulator while I wrote the first Summary and then there was nothing anymore.

Unrules shrank the number of Mappacks on their site from over 7 to 4. Also, the Rotation contains less maps than before.

I recently updated my Frapprmap, feel free to join.

In May 2006, I wrote about the Clientscripts. They were at v2.72. Now, one year later, Jonwil released v3.23. Recommended for all players.

Finally, I'm waiting for SSAOW1.6 and/or SS-CP3. If I have forgotten something important, just post it here and I will add it to the Wiki (in case you haven't done yet).

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [EvilWhiteDragon](#) on Wed, 30 May 2007 15:38:27 GMT

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perhaps add something about biatch?

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [Viking](#) on Wed, 30 May 2007 16:14:24 GMT

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That SEye thing is FUCKING COOL!!!!!!!!!!

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [Crimson](#) on Wed, 30 May 2007 16:21:09 GMT

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"gamemodding"'s horrible coding is causing problems on the RenGuard master servers since he can't seem to figure out wtf he's doing, so don't hold out much hope for anything else he tries to code.

Thanks for updating the wiki, but backups aren't necessary as I take backups every 4 hours and send them to an offsite location.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [reborn](#) on Wed, 30 May 2007 16:22:46 GMT

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SSAOW 1.51 isnt out, SSAOW is made and maintained by whitedragon from www.black-cell.net. Untill he releases a ssaow it isnt official. That 1.51 is just called so for ease of confusion, it is just a small mod on ssaow 1.5, it is not claimed to be it's successor.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [jnz](#) on Wed, 30 May 2007 16:24:52 GMT

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Crimson wrote on Wed, 30 May 2007 17:21 "gamemodding"'s horrible coding is causing problems on the RenGuard master servers since he can't seem to figure out wtf he's doing, so don't hold out much hope for anything else he tries to code.

lol, ok.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [SlikRik](#) on Wed, 30 May 2007 16:28:37 GMT

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Aye, Roleplay 2 will be finished soon! (Hopefully. Then again, we've been saying that for 2 years)  
We plan on releasing 1 more final public beta, for the pure purpose of bug finding and fixing, then releasing the final with no additional changes other than fixed bugs. The current beta pkg is slightly less than 100 MB.

Thanks for adding us in your update!

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [Carrierll](#) on Wed, 30 May 2007 16:56:49 GMT

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What's gamemodding doing to the RG master servers?

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [jnz](#) on Wed, 30 May 2007 17:00:02 GMT

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There was a bug in my "horrible" code, that doesn't unbind a player when they leave and it's ident had a space in it.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [EA-DamageEverything](#) on Wed, 30 May 2007 17:30:32 GMT

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UPDATES

I ain't got an "edit"-button up there, so I will add this here=

1st, it's not SSAOW1.51 I was told. It's a tiny modded 1.5 and does not claim to be v1.51.

2nd I've forgotten the new project from BlackIntel= BIATCH, the serversided anticheat solution. This is an Addition to the FDS which has to be installed and it's got several Routines in. I can't describe it well, so check the website=  
<http://www.blackintel.org/?page=projects/biatch>

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [OWA](#) on Wed, 30 May 2007 19:48:36 GMT

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RA2:Apocalypse Rising merged forums with RA:APB. Expect a release later this year.

Add that ^

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [MexPirate](#) on Wed, 30 May 2007 19:51:56 GMT

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Good work, keep it up.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [CarrierII](#) on Wed, 30 May 2007 19:53:09 GMT

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One Winged Angel wrote on Wed, 30 May 2007 14:48RA2:Apocalypse Rising merged forums with RA:APB. Expect a release later this year.

Add that ^

That's an official announcement is it? If it's not out this year... I'll... come onto your IRC channel and spam... or something... lol

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [Jonty](#) on Thu, 31 May 2007 07:32:21 GMT

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Crimson wrote on Wed, 30 May 2007 17:21"gamemodding"s horrible coding is causing problems on the RenGuard master servers since he can't seem to figure out wtf he's doing, so don't hold out much hope for anything else he tries to code.

That's not very nice. The projects he's working on look very interesting and well-coded.

Maybe it's YOUR master servers that do whatever you're talking about some silly way.

At the very least, I would be very offended if you said everything I coded was worthless because of one bug.

And I still can't connect to anything with RenGuard anyway, so I'm losing any hope of ever using it again.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [Crimson](#) on Thu, 31 May 2007 07:44:51 GMT

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Well, it's "not nice" for him to run an unauthorized SSC on our network using invalid protocol.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [EvilWhiteDragon](#) on Thu, 31 May 2007 10:23:27 GMT

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Crimson wrote on Thu, 31 May 2007 09:44Well, it's "not nice" for him to run an unauthorized SSC on our network using invalid protocol.

Indeed, it's not nice to see I guess like 500 sbot's connected... To some extend...

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [jnz](#) on Thu, 31 May 2007 11:15:10 GMT

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So if i have "horrible" coding, why doesn't the session get destroyed when the SSC disconnects? I would of thought something so well coded would have a good fail safe.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [Goztow](#) on Thu, 31 May 2007 11:16:02 GMT

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gamemodding wrote on Thu, 31 May 2007 13:15So if i have "horrible" coding, why doesn't the session get destroyed when the SSC disconnects? I would of thought something so well coded would have a good fail safe.

Get out of this topic: you now have your own in renguard serevrs subforum!

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [jnz](#) on Thu, 31 May 2007 11:16:52 GMT

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I will defend myself if i am attacked.

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [OWA](#) on Thu, 31 May 2007 12:34:13 GMT

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CarrierII wrote on Wed, 30 May 2007 20:53One Winged Angel wrote on Wed, 30 May 2007

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14:48RA2:Apocalypse Rising merged forums with RA:APB. Expect a release later this year.

Add that ^

That's an official announcement is it? If it's not out this year... I'll... come onto your IRC channel and spam... or something... lol

If everything goes to plan

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Subject: Re: The Renegade Universe in mid 2007 -my 2nd Summary

Posted by [trooprm02](#) on Fri, 01 Jun 2007 01:08:25 GMT

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Thanks for this, im sure it will help those a lil outdated with current events, keep it up

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