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Subject: My new server - SpookyServ  
Posted by [Spooky](#) on Fri, 06 Jul 2007 02:56:19 GMT  
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mmhmm.

40 player public server is up and running now. Hostname: SpookySrv.

Differs from other large servers in that it has no modifications such as donate, starting credits, weapon drops, altered weaponry of any kind etc.

Forums are at <http://spooky-renegade.com> though I haven't gotten around to organising them yet.

I also haven't put too much thought into moderators, so there are vacancies.

Once the public-server ladder is done, SpookySrv will presumably be a worthy place for it players to compete on the ladder, assuming it has a reasonable player base by then. Of course, it doesn't use an a00 name so no promises.

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Subject: Re: My new server - SpookyServ  
Posted by [Dave Anderson](#) on Fri, 06 Jul 2007 02:58:19 GMT  
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So is your server pretty much the original gameplay then?

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Subject: Re: My new server - SpookyServ  
Posted by [Spooky](#) on Fri, 06 Jul 2007 03:00:54 GMT  
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Yes, that's what I wanted. If you've read my Opinion Piece threads you'll know I disagree with certain things other servers choose to use, such as donating credits.

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Subject: Re: My new server - SpookyServ  
Posted by [Dave Anderson](#) on Fri, 06 Jul 2007 03:02:24 GMT  
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I don't like a lot of the things that servers have these days. I'll be playing on your server here and there, when I have time.

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Subject: Re: My new server - SpookyServ  
Posted by [Sir Kane](#) on Fri, 06 Jul 2007 05:23:39 GMT  
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Sounds fun.

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Subject: Re: My new server - Spoonyserv  
Posted by [=HT=T-Bird](#) on Fri, 06 Jul 2007 11:35:47 GMT  
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Sounds like TK2's server I guess you are in good company then

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Subject: Re: My new server - Spoonyserv  
Posted by [sadukar09](#) on Fri, 06 Jul 2007 11:46:51 GMT  
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Nice...Yesterday I saw no one in it so I didn't go

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Subject: Re: My new server - Spoonyserv  
Posted by [Goztow](#) on Fri, 06 Jul 2007 12:04:13 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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=HT=T-Bird wrote on Fri, 06 July 2007 13:35 Sounds like TK2's server I guess you are in good company then  
Not exactly: we do have donate on.

I wish you best of luck with your server, spoonz0r. 40 players might be a bit optimistic but i hope you can get a nice bunch of regulars.

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Subject: Re: My new server - Spoonyserv  
Posted by [R3N3G1DE](#) on Fri, 06 Jul 2007 12:56:17 GMT  
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sadukar09 wrote on Fri, 06 July 2007 06:46 Nice...Yesterday I saw no one in it so I didn't go

Same here

Saw him online and saw a spoony server, also had the same thought.

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Subject: Re: My new server - Spoonyserv  
Posted by [almor999](#) on Fri, 06 Jul 2007 16:22:24 GMT  
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Awesome! I have been looking for a server like this for a while, most of the servers running right

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now have way too many modifications.

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Subject: Re: My new server - SpookyServ  
Posted by [AoBfrost](#) on Fri, 06 Jul 2007 16:24:33 GMT  
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Meh lucky you, I cant even use my server anymore on XWIS because i helped a friend make a server with my serial, and now ever since then, my serial has been used too many times, doesnt work anymore for the FDS.

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Subject: Re: My new server - SpookyServ  
Posted by [jnz](#) on Fri, 06 Jul 2007 16:26:38 GMT  
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AoBfrost wrote on Fri, 06 July 2007 17:24Meh lucky you, I cant even use my server anymore on XWIS because i helped a friend make a server with my serial, and now ever since then, my serial has been used too many times, doesnt work anymore for the FDS.

use another serial, and don't share it.

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Subject: Re: My new server - SpookyServ  
Posted by [AoBfrost](#) on Fri, 06 Jul 2007 16:48:55 GMT  
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I dont have another serial lol, I tried everything but still no go.....Even tried looking for a keygen just to get the fds to work again, didnt work...meh..

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Subject: Re: My new server - SpookyServ  
Posted by [Crimson](#) on Fri, 06 Jul 2007 20:56:34 GMT  
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There is no limit to how many connections from one serial can go on XWIS. There is a limit to how many nicknames can be created, but that's it.

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Subject: Re: My new server - SpookyServ  
Posted by [AoBfrost](#) on Fri, 06 Jul 2007 21:05:25 GMT  
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Hmmm...so if it isnt my key then maybe hostname or something else, because I tried making new hostnames but didnt work, should i make them ingame, then just assign it to the fds later, or just

type stuff in the fds and watch it work?

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Subject: Re: My new server - SpookyServ  
Posted by [EvilWhiteDragon](#) on Fri, 06 Jul 2007 23:21:53 GMT  
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perhaps you just have to may nicks already, just as test use a nickname which 100% surely works.

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Subject: Re: My new server - SpookyServ  
Posted by [AoBfrost](#) on Sat, 07 Jul 2007 01:00:04 GMT  
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I use the name AoBfrost in renegade online, but even testing that to run the FDS didnt work, my key I dont think is the problem though...I'm thinking something else may be.

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Subject: Re: My new server - SpookyServ  
Posted by [Renerage](#) on Sat, 07 Jul 2007 04:45:22 GMT  
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Well, I share my serial with [Da]SuperJ.  
We've used almost all the spaces, which I only have two of.  
Cheekay77  
BBFCheek (which for some reason, I havent deleted)  
THERes nothign wrong with sharing a serial, as long as the person is a trusted friend.  
I've known SuperJ since we were....7?  
Been good friends since.

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Subject: Re: My new server - SpookyServ  
Posted by [troopr02](#) on Sat, 07 Jul 2007 16:59:42 GMT  
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W/e happened to your strong feelings against the ladder system? Now you get the chance to put up a server and make it 40 player so people come and get ladder points? Weird..

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Subject: Re: My new server - SpookyServ  
Posted by [Sir Kane](#) on Sat, 07 Jul 2007 23:28:18 GMT  
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Laddered games can be turned off.

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Subject: Re: My new server - Spoonyserv  
Posted by [Spoonyserv](#) on Sun, 08 Jul 2007 01:28:29 GMT  
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trooprm02 wrote on Sat, 07 July 2007 12:59W/e happened to your strong feelings against the ladder system? Now you get the chance to put up a server and make it 40 player so people come and get ladder points? Weird..  
Please explain what the hell you're talking about...

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Subject: Re: My new server - Spoonyserv  
Posted by [trooprm02](#) on Sun, 08 Jul 2007 19:27:39 GMT  
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Spoonyserv wrote on Sat, 07 July 2007 20:28trooprm02 wrote on Sat, 07 July 2007 12:59W/e happened to your strong feelings against the ladder system? Now you get the chance to put up a server and make it 40 player so people come and get ladder points? Weird..  
Please explain what the hell you're talking about...

When crimson started talking about putting together a group of people to help with the formula or w/es, you stated you wanted the system to change so people wouldn't get high ranks for playing in big servers, then make your serv 40 player to give out big ladder points? Tell me, why not make it 30 or 24 players?

p.s, the known cheater st0nec0ld was playing in it the other day, please dont say because he wasn't caught in the serv he isn't gonna get banned. he wasn't even half decent but just incase he feels like turning it back on 1 day..

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Subject: Re: My new server - Spoonyserv  
Posted by [Carrier11](#) on Sun, 08 Jul 2007 20:18:07 GMT  
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I thought that size of the server didn't make all that much of a difference... Marathon servers are what really ruins the old ladder system.

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Subject: Re: My new server - Spoonyserv  
Posted by [trooprm02](#) on Sun, 08 Jul 2007 20:21:19 GMT  
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Don't you admin a server?

Bigger server, gives out more ladder points because theirs more players, ive seen people get 500 ladder points in jelly after 1 game

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Subject: Re: My new server - Spoonyserv  
Posted by [futura83](#) on Sun, 08 Jul 2007 20:23:59 GMT  
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trooprm02 wrote on Sun, 08 July 2007 21:21 Don't you admin a server?

Bigger server, gives out more ladder points because theirs more players, ive seen people get 500 ladder points in jelly after 1 game

That is why, undoubtedly, the new ladder will take no of players and time ingame into account...

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Subject: Re: My new server - Spoonyserv  
Posted by [Spoonyserv](#) on Sun, 08 Jul 2007 20:26:19 GMT  
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trooprm02 wrote on Sun, 08 July 2007 14:27 When crimson started talking about putting together a group of people to help with the formula or w/es, you stated you wanted the system to change so people wouldn't get high ranks for playing in big servers, then make your serv 40 player to give out big ladder points? Tell me, why not make it 30 or 24 players?  
You're making stuff up.

AGAIN.

trooprm02 wrote on Sun, 08 July 2007 14:27 p.s, the known cheater st0nec0ld was playing in it the other day, please dont say because he wasn't caught in the serv he isn't gonna get banned. he wasn't even half decent but just incase he feels like turning it back on 1 day..  
Evidence he cheated? (not including the IRC thing)

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Subject: Re: My new server - Spoonyserv  
Posted by [Carrierll](#) on Sun, 08 Jul 2007 20:26:39 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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trooprm02 wrote on Sun, 08 July 2007 15:21 Don't you admin a server?

Bigger server, gives out more ladder points because theirs more players, ive seen people get 500 ladder points in jelly after 1 game

No, I don't administrate a server, actually. I know fairly little about the current ladder system. It's

been about 6 months since I resigned my moderator position at Xphaze, which I got through being a regular and enforcing the rules.

Meh.

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Subject: Re: My new server - Spoonyserv  
Posted by [trooprm02](#) on Sun, 08 Jul 2007 20:27:24 GMT  
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Wasn't talking about that, what about your position (or former position) on the GD server or with GD in specific?

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Subject: Re: My new server - Spoonyserv  
Posted by [Ryu](#) on Sun, 08 Jul 2007 21:39:05 GMT  
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CarrierII, remember the LTank rush to kill the Barracks?

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Subject: Re: My new server - Spoonyserv  
Posted by [trooprm02](#) on Sun, 08 Jul 2007 23:38:04 GMT  
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Spoonyserv wrote on Sun, 08 July 2007 15:26: trooprm02 wrote on Sun, 08 July 2007 14:27: When crimson started talking about putting together a group of people to help with the formula or w/es, you stated you wanted the system to change so people wouldn't get high ranks for playing in big servers, then make your serv 40 player to give out big ladder points? Tell me, why not make it 30 or 24 players?  
You're making stuff up.

AGAIN.

trooprm02 wrote on Sun, 08 July 2007 14:27: p.s, the known cheater st0nec0ld was playing in it the other day, please dont say because he wasn't caught in the serv he isn't gonna get banned. he wasn't even half decent but just incase he feels like turning it back on 1 day..  
Evidence he cheated? (not including the IRC thing)

#1 you didnt answer even the original quesitons, point proven

#2 the IRC stuff ALONE should be cause for a ban, unless your server doesn't have in irc channel? Exactly. If you want proof for the bypass, the good folks @ renstations and even everyone from his old clan, r3p4 would be more than happy to support the case against him. Ofcourse I know you will do shit all, or act the same way you did towards him in regards to

cw.cc...nothing. And your previous bans for cheats included temp month bans so you already know I don't actually expect you to ban any cheater

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Subject: Re: My new server - SpookyServ  
Posted by [Spooky](#) on Mon, 09 Jul 2007 00:02:45 GMT  
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trooprm02 wrote on Sun, 08 July 2007 18:38#1 you didnt answer even the original quesitons, point proven  
Yes, I did. I said this:  
"You're making stuff up.

AGAIN."

That's an answer to the stuff you made up. This is the 6th or 7th time in recent memory you've completely fabricated an argument. I honestly can't tell whether your memory is highly defective or you're simply a compulsive liar.

trooprm02 wrote on Sun, 08 July 2007 18:38#2 the IRC stuff ALONE should be cause for a ban, unless your server doesn't have in irc channel? Exactly.  
That's a matter of opinion.

trooprm02 wrote on Sun, 08 July 2007 18:38If you want proof for the bypass, the good folks @ renstations and even everyone from his old clan, r3p4 would be more than happy to support the case against him. Ofcourse I know you will do shit all, or act the same way you did towards him in regards to cw.cc...nothing.  
I'm still waiting for the evidence. You want him banned, you show me the evidence.

---

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Subject: Re: My new server - SpookyServ  
Posted by [trooprm02](#) on Mon, 09 Jul 2007 00:15:24 GMT  
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Spooky wrote on Mon, 09 July 2007 08:02  
I'm still waiting for the evidence. You want him banned, you show me the evidence.

thats all I need to hear, thanks

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Subject: Re: My new server - SpookyServ  
Posted by [Spooky](#) on Mon, 09 Jul 2007 00:46:41 GMT  
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So you finally understand that all I need before banning him is proof he cheated instead of the word of someone like you who, let's be honest, is wrong 99.95% of the time?

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Subject: Re: My new server - SpookyServ  
Posted by [Homey](#) on Mon, 09 Jul 2007 04:33:22 GMT  
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Spoony wrote on Sun, 08 July 2007 20:46 So you finally understand that all I need before banning him is proof he cheated instead of the word of someone like you who, let's be honest, is wrong 99.95% of the time?  
No, 99.99. btw HI SPOONY. I've been looking for you in game but haven't seen you yet.

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Subject: Re: My new server - SpookyServ  
Posted by [Spoony](#) on Mon, 09 Jul 2007 04:45:17 GMT  
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omg

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Subject: Re: My new server - SpookyServ  
Posted by [CarrierII](#) on Mon, 09 Jul 2007 08:40:22 GMT  
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Alex wrote on Sun, 08 July 2007 16:39 CarrierII, remember the LTank rush to kill the Barracks?

Oh yeah... I think I've got a video or screenshot somewhere...

troopr02 wrote on Sun, 08 July 2007 15:27 Wasn't talking about that, what about your position (or former position) on the GD server or with GD in specific?

I was with "GD"? You know more about me than I do!

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Subject: Re: My new server - SpookyServ  
Posted by [Herr](#) on Tue, 10 Jul 2007 00:55:58 GMT  
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troopr02 wrote on Sat, 07 July 2007 11:59 W/e happened to your strong feelings against the ladder system? Now you get the chance to put up a server and make it 40 player so people come and get ladder points? Weird..

While writing this I keep hitting myself in the head why on earth I took time to explain this. Anyway. The new ladder-system collects all kinds of data from the server after a map finished. This would be the number of kills, time played, score, etc. etc. The new assigned group will look into this data and decide what would be relevant and how relevant it will be considering the other factors from the collected data. (Example, how important is 1 kill versus 1 scorepoint, or 1 buildingkill). This will mean the current ladder-points-system is getting a new, more fair-based, format so the best player really gets on top.

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Subject: Re: My new server - SpooonyServ  
Posted by [Robolol](#) on Tue, 10 Jul 2007 03:09:10 GMT  
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YES!

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Subject: Re: My new server - SpooonyServ  
Posted by [Starbuzz](#) on Tue, 10 Jul 2007 03:15:06 GMT  
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TO SPOONY:  
Do you have the new maps that came with CP2 in your server?

I will pay a visit tommorrow!

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Subject: Re: My new server - SpooonyServ  
Posted by [Crimson](#) on Tue, 10 Jul 2007 07:19:04 GMT  
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The ladder team has already started up.

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Subject: Re: My new server - SpooonyServ  
Posted by [trooprm02](#) on Fri, 13 Jul 2007 00:48:06 GMT  
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Herr wrote on Mon, 09 July 2007 19:55trooprm02 wrote on Sat, 07 July 2007 11:59W/e happened to your strong feelings against the ladder system? Now you get the chance to put up a server and make it 40 player so people come and get ladder points? Weird..

While writing this I keep hitting myself in the head why on earth I took time to explain this. Anyway. The new ladder-system collects all kinds of data from the server after a map finished. This would be the number of kills, time played, score, etc. etc. The new assigned group will look into this data and decide what would be relevant and how relevant it will be considering the other factors from the collected data. (Example, how important is 1 kill versus 1 scorepoint, or 1 buidlingkill). This will mean the current ladder-points-system is getting a new, more fair-based, format so the best player really gets on top.

I know, Ive been following the whole thing from day1, thats why im such a huge critic, and thats why my server was 1 of the first to be set up manually on the new ladder (although not change at that point).

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Subject: Re: My new server - Spoonyserv  
Posted by [Spoonyserv](#) on Fri, 20 Jul 2007 07:29:22 GMT  
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bump - let me apologise for the downtime the other day, my host had a problem with his box.

Anyway, the hostname is a00000002 now, thanks to Crimson and Jelly - although that's probably only temporary.

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Subject: Re: My new server - Spoonyserv  
Posted by [Goztow](#) on Fri, 20 Jul 2007 08:47:48 GMT  
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Spoonyserv wrote on Fri, 20 July 2007 09:29: Anyway, the hostname is a00000002 now, thanks to Crimson and Jelly - although that's probably only temporary. That should help indd...

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Subject: Re: My new server - Spoonyserv  
Posted by [Ryu](#) on Fri, 20 Jul 2007 08:48:32 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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heh..

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