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Subject: RenHelp.net

Posted by [Oblivion165](#) on Sat, 18 Oct 2008 18:21:01 GMT

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I think that RenHelp.net isn't getting the upkeep it should since I left the community and I'm thinking of handing it over to someone else. If anyone is interested (and your someone I know or someone this community recommends) I'll give you full FTP access so that it can be copied over to where ever you need it.

I sent this offer to Crimson but no response after 3 weeks.

EDIT: If need be I will create a poll of the most wanted people but beware....ownership of this site comes with dire, dire consequences.

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Subject: Re: RenHelp.net

Posted by [R315r4z0r](#) on Sat, 18 Oct 2008 18:25:48 GMT

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I think I might know someone who might want it, I need to contact them though.

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Subject: Re: RenHelp.net

Posted by [Canadacd](#)n on Sat, 18 Oct 2008 18:50:50 GMT

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Oblivion165 wrote on Sat, 18 October 2008 13:21

EDIT: If need be I will create a poll of the most wanted people but beware....ownership of this site comes with dire, dire consequences.

Does this mean they will have to pay for it?

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Subject: Re: RenHelp.net

Posted by [Oblivion165](#) on Sat, 18 Oct 2008 19:15:12 GMT

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Nope, money isn't what I was referring to. The person I give it to will be given half of an amulet and a long and horrid journey followed by spending the night in a haunted house.

I've been Oblivion165 for a decade now and a few weeks ago I ALMOST had to change my name just to hide from the Renegade community. I love you guys but I'm not a modder anymore! I don't even have Renegade, the mod tools or the 3ds max plugin installed. I've moved on but still 1-4 people a day come to me for help with Renegade, most I've never seen or heard of before and it

will drive you mad.

I'm over at the Left4Dead community now, it's not even close to a home like this place is but I needed the change.

<http://www.left4dead411.com> if you want to drop by

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Subject: Re: RenHelp.net  
Posted by [R315r4z0r](#) on Sat, 18 Oct 2008 19:25:38 GMT  
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You should of just put a disclaimer on the site: "Oblivion165 is simply the webmaster of this site. For modding help, contact the authors of the tutorials."

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Subject: Re: RenHelp.net  
Posted by [danpaul88](#) on Sat, 18 Oct 2008 19:57:12 GMT  
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If you have not found anyone interested in taking this on I would be willing to maintain and update it. I have extensive PHP experience on multiple sites. I also have access to a high quality webserver already, so it could be migrated as quickly as the DNS will update. Let me know if your interested.

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Subject: Re: RenHelp.net  
Posted by [Mauler](#) on Sat, 18 Oct 2008 20:03:24 GMT  
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Wish i could lend a hand, but sadly i cannot... Hopefully someone picks this up, i find it a great asset

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Subject: Re: RenHelp.net  
Posted by [BlueThen](#) on Sat, 18 Oct 2008 20:10:48 GMT  
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R315r4z0r wrote on Sat, 18 October 2008 14:25 You should of just put a disclaimer on the site: "Oblivion165 is simply the webmaster of this site. For modding help, contact the authors of the tutorials."  
what's funny is that he IS the author of some of those tutorials.

I'd totally take it, but I'm not up for the responsibility, and the site would probably die within a week of my ownership.

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Subject: Re: RenHelp.net  
Posted by [nikki6ixx](#) on Sat, 18 Oct 2008 20:11:36 GMT  
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Perhaps IronWarrior could somehow add it to his Game-Maps website. RenHelp is a nifty site which had solved quite a few of my problems with Renegade, and it'd be a shame to see it go.

---

Subject: Re: RenHelp.net  
Posted by [Brandon](#) on Sat, 18 Oct 2008 20:49:36 GMT  
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On behalf of WW-Gaming I'd be willing to handle the upkeep of RenHelp.net. In fact WW-Gaming has something in store for the entire Renegade community but I'm not going to reveal what until I get it all sorted out. But I'm confident that we could handle and improve RenHelp. By improve I mean: some better organization, collecting more information and storing it, etc. I also have an idea to integrate it into an "Article System" which would give it a better look and better organization. Plus, it'd be much easier to manage that way too.

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Subject: Re: RenHelp.net  
Posted by [Oblivion165](#) on Sat, 18 Oct 2008 21:20:04 GMT  
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As is, its not going anywhere. I just feel that it does need people with the passion to take over it and after a few days ill make a poll with everyone that offers to help. I think its best that the people who use it get to determine who owns it.

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Subject: Re: RenHelp.net  
Posted by [IronWarrior](#) on Sun, 19 Oct 2008 01:47:12 GMT  
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Ah very interesting.

I understand the problems of keeping a website updated, it is really hard to find staff who have the time to work and are trust worthy as well.

I've started a few college courses last month, so a lot of my time is dedicated to that now, so I myself don't have the time to give the sites that they need.

But if you ever have to stop paying for the site or need a web server, then I can always take over that, my web server has unlimited bandwidth and unlimited space and a few more unlimited things or if you just need a other admin to keep a eye on the site, then I can do that, I always have time for management and maybe Game-Maps and it's small staff can offer that.

A good old PR drive could help both of us get our sites in people faces again and maybe do a

staff recruitment spee to help to keep RenHelp.NET updated.

Maybe some type of partnership between the sites and/or with danpaul88 help, he has shown a interest in keeping the site updated.

I have put this forward to my staff to see what they think about it.

---

Subject: Re: RenHelp.net  
Posted by [\\_SSnipe\\_](#) on Sun, 19 Oct 2008 02:33:00 GMT  
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I say its probably going to be one of these people:

danpaul88  
Canadacdn  
IronWarrior

---

Subject: Re: RenHelp.net  
Posted by [Distrbd21](#) on Sun, 19 Oct 2008 05:27:14 GMT  
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I think that the ppl that made these forums should take it over.

I would be more than happy to be a co handler of the site but i don't think ppl would vote for me.

But i do think that the admins here should take it over well cause they have this forum up to date and all why not.

Hell i would take the site i have nothing better to do really i work come home sit on here work on website's and forum's.

I do have time to sit and update a site that i use a lot almost every day i find something in it.

I will take the site.

Subject: Re: RenHelp.net

Posted by [mr£Ä\\$Ä-z](#) on Sun, 19 Oct 2008 09:30:46 GMT

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IronWarrior should take it, he perfectly supported www.Game-Maps.net, so...

!vote IronWarrior

---

Subject: Re: RenHelp.net

Posted by [\\_SSnipe\\_](#) on Sun, 19 Oct 2008 16:06:03 GMT

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madrackz wrote on Sun, 19 October 2008 02:30IronWarrior should take it, he perfectly supported www.Game-Maps.net, so...

!vote IronWarrior

Dido.

---

Subject: Re: RenHelp.net

Posted by [mr£Ä\\$Ä-z](#) on Sun, 19 Oct 2008 17:03:13 GMT

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SSnipe wrote on Sun, 19 October 2008 11:06madrackz wrote on Sun, 19 October 2008 02:30IronWarrior should take it, he perfectly supported www.Game-Maps.net, so...

!vote IronWarrior

Dido.

NO! its called "Ditto"

---

Subject: Re: RenHelp.net

Posted by [cnc95fan](#) on Sun, 19 Oct 2008 18:28:36 GMT

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Perhaps he was referring to the singer

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Subject: Re: RenHelp.net

Posted by [luv2pb](#) on Mon, 20 Oct 2008 04:51:18 GMT

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---

oblivion I sent you a PM

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Subject: Re: RenHelp.net

Posted by [u6795](#) on Mon, 20 Oct 2008 10:35:12 GMT

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I WILL TAKE THE SITE, OBLIVION, FOR MY EXPERIENCE WITH THE MODDING COMMUNITY IS VAST (OVER THREE WEEKS!) AND MY DEDICATION SERIOUS! HERE, ALLOW ME TO SHOW YOU MY PREVIOUS WORKS:

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Subject: Re: RenHelp.net

Posted by [Genesis2001](#) on Mon, 20 Oct 2008 17:05:22 GMT

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I would be glad to host it if needed. I have a lot of free time available to work on maintaining/updating the tutorials/etc (as in approving/etc lol) I also have a website with lots of space/bandwidth that isn't being utilized so..yea.

Shoot me a PM

---

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Subject: Re: RenHelp.net

Posted by [mrÅ£ÅŞÅ-z](#) on Mon, 20 Oct 2008 17:13:00 GMT

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OK OK !Vote Zack

---

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Subject: Re: RenHelp.net

Posted by [cnc95fan](#) on Mon, 20 Oct 2008 17:36:57 GMT

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Zack wrote on Mon, 20 October 2008 19:05I would be glad to host it if needed. I have a lot of free

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time available to work on maintaining/updating the tutorials/etc (as in approving/etc lol) I also have a website with lots of space/bandwidth that isn't being utilized so..yea.

Shoot me a PM  
Some textures for SCUD storm would be nice.

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Subject: Re: RenHelp.net  
Posted by [R315r4z0r](#) on Mon, 20 Oct 2008 17:50:55 GMT  
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Brandon, the leader of World Wide Gaming, has given me permission to speak on his behalf about this matter.

As such, I wish to further express WW-gaming's extensive interest in acquiring this site. We have all the means necessary to run it and are looking for something to draw more people into our community. There are plenty of people in our management that can take the site and make it much more visually appealing and organized.

Other large sites like Game-maps have many other things going on that they would need to manage and attend to, but since WW-gaming is a basic new-ish community, there aren't as many priorities, therefore managing and upholding Renhelp.net would become a very high priority for our management.

That is why it is a smart decision to choose Ww-gaming to host the site.

<http://ww-gaming.com/index.php?>

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Subject: Re: RenHelp.net  
Posted by [mr£\\$Å-z](#) on Mon, 20 Oct 2008 17:54:25 GMT  
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cnc95fan wrote on Mon, 20 October 2008 12:36 Zack wrote on Mon, 20 October 2008 19:05 I would be glad to host it if needed. I have a lot of free time available to work on maintaining/updating the tutorials/etc (as in approving/etc lol) I also have a website with lots of space/bandwidth that isn't being utilized so..yea.

Shoot me a PM  
Some textures for SCUD storm would be nice.

Hmmm textures... i learned how to model good, uvw unwrap & texturing now, check out my first wood and metal texture:

---

Subject: Re: RenHelp.net  
Posted by [Mauler](#) on Mon, 20 Oct 2008 18:06:43 GMT  
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Awesome start my friend . Just a tip Madrackz, you should download some brushes for making different scratches,scuffs and such to make the textures much more realistic. There are plenty of places you can get em', I have over 30 sets of custom brushes, but anyways great stuff man

### File Attachments

1) [m\\_woodmap.png](#), downloaded 366 times



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Subject: Re: RenHelp.net  
Posted by [mrŁŒŒŒŒ-z](#) on Mon, 20 Oct 2008 18:08:42 GMT  
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Oho, nice Mauler, what Brush did you use for the Scratches?

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Subject: Re: RenHelp.net  
Posted by [Mauler](#) on Mon, 20 Oct 2008 18:14:17 GMT  
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---

just some random grunge brushes, they usually come with like 10-20 different types they will work.. for that effect



and sorry for hijacking this thread

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Subject: Re: RenHelp.net

Posted by [\\_SSnipe\\_](#) on Tue, 21 Oct 2008 04:34:17 GMT

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Back to topic?

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Subject: Re: RenHelp.net

Posted by [Genesis2001](#) on Tue, 21 Oct 2008 16:55:23 GMT

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SSnipe wrote on Mon, 20 October 2008 21:34Back to topic?

I concur.

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Subject: Re: RenHelp.net

Posted by [Brandon](#) on Wed, 22 Oct 2008 04:03:35 GMT

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As R315r4z0r said, I have given him permission to speak and act on my behalf while I'm moving across the country again.

WW-Gaming wants to run RenHelp because we have the free time, a good amount of faculty members, and dedication in our work. WW-Gaming is planning to open an alliance. What all features that will consist in this alliance is still under debate. We don't plan on opening a network anytime soon as we're busy building our own Sci-fi MMO game. However, we have plenty of spare time in between and we have plenty of resources that I've been meaning to offer the Renegade community.

I know some of you guys were under the impression that WW-Gaming died back in December but that was slightly exaggerated. Most of you guys don't know who we even are and that's okay, just keep in mind our intentions are to keep RenHelp running and to enhance the site to better serve the users.

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Subject: Re: RenHelp.net

Posted by [Genesis2001](#) on Wed, 22 Oct 2008 04:05:56 GMT

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Subject: Re: RenHelp.net  
Posted by [wittebolx](#) on Wed, 22 Oct 2008 10:27:33 GMT  
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if you need help or anything just let me know, ive got some spare time finaly.

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Subject: Re: RenHelp.net  
Posted by [cnc95fan](#) on Wed, 22 Oct 2008 15:39:33 GMT  
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Brandon wrote on Tue, 21 October 2008 23:03As R315r4z0r said, I have given him permission to speak and act on my behalf while I'm moving across the country again.

WW-Gaming wants to run RenHelp because we have the free time, a good amount of faculty members, and dedication in our work. WW-Gaming is planning to open an alliance. What all features that will consist in this alliance is still under debate. We don't plan on opening a network anytime soon as we're busy building our own Sci-fi MMO game. However, we have plenty of spare time in between and we have plenty of resources that I've been meaning to offer the Renegade community.

I know some of you guys were under the impression that WW-Gaming died back in December but that was slightly exaggerated. Most of you guys don't know who we even are and that's okay, just keep in mind our intentions are to keep RenHelp running and to enhance the site to better serve the users.

It was my understanding you lacked spare time?

---

Subject: Re: RenHelp.net  
Posted by [Genesis2001](#) on Wed, 22 Oct 2008 15:47:01 GMT  
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cnc95fan wrote on Wed, 22 October 2008 08:39Brandon wrote on Tue, 21 October 2008 23:03As R315r4z0r said, I have given him permission to speak and act on my behalf while I'm moving across the country again.

WW-Gaming wants to run RenHelp because we have the free time, a good amount of faculty members, and dedication in our work. WW-Gaming is planning to open an alliance. What all features that will consist in this alliance is still under debate. We don't plan on opening a network anytime soon as we're busy building our own Sci-fi MMO game. However, we have plenty of spare time in between and we have plenty of resources that I've been meaning to offer the Renegade community.

I know some of you guys were under the impression that WW-Gaming died back in December but that was slightly exaggerated. Most of you guys don't know who we even are and that's okay, just keep in mind our intentions are to keep RenHelp running and to enhance the site to better serve the users.

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It was my understanding you lacked spare time?

\*points to bfd shoutbox\* o\_0

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Subject: Re: RenHelp.net  
Posted by [R315r4z0r](#) on Wed, 22 Oct 2008 16:14:52 GMT  
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cnc95fan wrote on Wed, 22 October 2008 11:39  
It was my understanding you lacked spare time?

At the moment, the only person without much spare time is Brandon, but everyone else on staff fully available.

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Subject: Re: RenHelp.net  
Posted by [Distrbd21](#) on Thu, 23 Oct 2008 04:47:04 GMT  
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R315r4z0r wrote on Mon, 20 October 2008 12:50  
As such, I wish to further express WW-gaming's extensive interest in acquiring this site. We have all the means necessary to run it and are looking for something to draw more people into our community. There are plenty of people in our management that can take the site and make it much more visually appealing and organized.  
I don't know about you guy's but i like the way it looks not not very many pic's to slow down the loading of the site i load that site within 2 sec's of going there so i would not like it to be updated visually.

That is just me tho I don't know if other People agree or not.

I don't know i don't really know anyone that is saying they will want to have it, i say Oblivion165 should keep it and just get people to run it for him instead of someone taking it over because most want it to improve there site's as i can see....

I know you are leaving the community Oblivion165 but i think you should just get people to run it and not take it over.. i would hate to see someone say they will take it and mess it up.

No offense to anyone that is asking for it but i don't think Oblivion165 should give it up like that.

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Subject: Re: RenHelp.net  
Posted by [R315r4z0r](#) on Thu, 23 Oct 2008 05:01:54 GMT  
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Update it in terms of organization, not making it take longer to load...

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Subject: Re: RenHelp.net

Posted by [Distrbd21](#) on Thu, 23 Oct 2008 05:18:44 GMT

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R315r4z0r wrote on Thu, 23 October 2008 00:01 Update it in terms of organization, not making it take longer to load...

Doing visual update would make the site slower

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Subject: Re: RenHelp.net

Posted by [Genesis2001](#) on Thu, 23 Oct 2008 05:51:29 GMT

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Distrbd21 wrote on Wed, 22 October 2008 21:47 No offense to anyone that is asking for it but i don't think Oblivion165 should give it up like that.

I agree...somewhat.

But what if money did run into a problem? :\

I'd like to try my hand at taking on renhelp.net. As stated previously in a post, I've got a webserver with unlimited space and more than enough bandwidth to support it. (I hardly use all my bandwidth.. :/)

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Subject: Re: RenHelp.net

Posted by [Distrbd21](#) on Thu, 23 Oct 2008 07:05:12 GMT

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Zack wrote on Thu, 23 October 2008 00:51 Distrbd21 wrote on Wed, 22 October 2008 21:47 No offense to anyone that is asking for it but i don't think Oblivion165 should give it up like that.

I agree...somewhat.

But what if money did run into a problem? :\

I'd like to try my hand at taking on renhelp.net. As stated previously in a post, I've got a webserver with unlimited space and more than enough bandwidth to support it. (I hardly use all my bandwidth.. :/)

But he want's it to stay like it is.

Or would you be able to keep the site like is and have the same Renhelp.net domain?

Rly it would be nice if there was no paying for it.

Hell i don't think anyone donates money to him for the site being up i would but i have a problem right now that is more important than anything else besides my job.

As soon as that is taken care off i would start donating money to him to keep that site running.

Hey ob get on msn plz i'm so board and you never get on.

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Subject: Re: RenHelp.net  
Posted by [Goztow](#) on Thu, 23 Oct 2008 07:08:06 GMT  
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Webspace and a domain name aren't exactly the most expensive things to get, as long as your website doesn't become too popular. I think oblivion just wants someone to keep content up to date.

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Subject: Re: RenHelp.net  
Posted by [Distrbd21](#) on Thu, 23 Oct 2008 07:15:07 GMT  
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Goztow wrote on Thu, 23 October 2008 02:08 Webspace and a domain name aren't exactly the most expensive things to get, as long as your website doesn't become too popular. I think oblivion just wants someone to keep content up to date.  
Simple answer to that? get staff right?

I would be more than happy to update stuff there for him.

I think maybe like 2 or 3 people would be able to keep it up to date with no problems.

I go there a lot and see that spelling need's to be updated picture's need to be added in some Tut's.

I went in and updated mine witch I'm going to now as well cus i need to add something to it.

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Subject: Re: RenHelp.net  
Posted by [danpaul88](#) on Thu, 23 Oct 2008 07:36:59 GMT  
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Distrbd21 wrote on Thu, 23 October 2008 05:47 R315r4z0r wrote on Mon, 20 October 2008 12:50  
As such, I wish to further express WW-gaming's extensive interest in acquiring this site. We have all the means necessary to run it and are looking for something to draw more people into our community. There are plenty of people in our management that can take the site and make it much more visually appealing and organized.

I don't know about you guy's but i like the way it looks not not very many pic's to slow down the loading of the site i load that site within 2 sec's of going there so i would not like it to be updated visually.

That's what I told him too. Personally I really like the existing site design, all it really needs are more regular content updates and perhaps minor new features such as user ratings on tutorials. Add regular content updates to that, and perhaps some tutorials based on APB / AR / Reborn modding and it would be better than ever.

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Subject: Re: RenHelp.net  
Posted by [Distrbd21](#) on Thu, 23 Oct 2008 07:44:13 GMT  
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danpaul88 wrote on Thu, 23 October 2008 02:36Distrbd21 wrote on Thu, 23 October 2008 05:47R315r4z0r wrote on Mon, 20 October 2008 12:50

As such, I wish to further express WW-gaming's extensive interest in acquiring this site. We have all the means necessary to run it and are looking for something to draw more people into our community. There are plenty of people in our management that can take the site and make it much more visually appealing and organized.

I don't know about you guy's but i like the way it looks not not very many pic's to slow down the loading of the site i load that site within 2 sec's of going there so i would not like it to be updated visually.

[quote]perhaps some tutorials based on APB / AR / Reborn modding and it would be better than ever.

well yes that would be nice butttttttt idk it does say everything Renegade but it would be nice yes cus i plan on getting all thos again.

But maybe renaming it to like everything C&C? so ppl can put tut's up about all C&C games. not just Renegade

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Subject: Re: RenHelp.net  
Posted by [Lone0001](#) on Thu, 23 Oct 2008 12:39:40 GMT  
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That would require a domain change.

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Subject: Re: RenHelp.net  
Posted by [R315r4z0r](#) on Thu, 23 Oct 2008 13:34:24 GMT  
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Subject: Re: RenHelp.net  
Posted by [Genesis2001](#) on Thu, 23 Oct 2008 15:44:26 GMT  
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---

Distrbd21 wrote on Thu, 23 October 2008 00:05 But he want's it to stay like it is.

Or would you be able to keep the site like is and have the same Renhelp.net domain?

That's all he wants and that's all it would take. Just like he said, whoever gets the chance to take renhelp.net over, he'll give him/her/it full ftp access to download the files so they can re-upload them wherever they choose.

In my experience of transfers, it will take about 20 minutes to make the transfer complete...or depends on how many files he's got/how big the entire site is >:|

But, an average site only takes about 20 mins tops to transfer. DNS will take it's usual DNS transfer time.

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Subject: Re: RenHelp.net  
Posted by [Prulez](#) on Thu, 23 Oct 2008 20:59:10 GMT  
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My opinion is that we would get multiple people as staff, and not leave it up to 1 person to do all of it.

I could, for one, host it, danpaul could code it (Like he said, he's good at PHP), We would need staff to keep the site up to date and we would need people willing to write tutorials.

Just throwing in an idea, but like I said, willing to host it if that's the problem (and take care of the domain)

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Subject: Re: RenHelp.net  
Posted by [reborn](#) on Thu, 23 Oct 2008 21:49:41 GMT  
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Oblivion, I really wish you was given the moderator permission mask, it seems that you really wanted it and it could of kept you here. It sucks that you're not around anymore man.

I don't know if you know him or not, or if he would be interested, but you could do allot worse then IronWarrior to maintain the site. He's a good guy, not really allot of coding knowledge or website design, but he'll keep it updated with tutorials.

Probably wouldn't be able to do anything sophisticated, but he has the same passion for w3d that

---

you once did.

---

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Subject: Re: RenHelp.net

Posted by [Oblivion165](#) on Fri, 24 Oct 2008 02:02:37 GMT

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reborn wrote on Thu, 23 October 2008 17:49Oblivion, I really wish you was given the moderator permission mask, it seems that you really wanted it and it could of kept you here. It sucks that you're not around anymore man.

I don't know if you know him or not, or if he would be interested, but you could do allot worse then IronWarrior to maintain the site. He's a good guy, not really allot of coding knowledge or website design, but he'll keep it updated with tutorials.

Probably wouldn't be able to do anything sophisticated, but he has the same passion for w3d that you once did.

I wont lie, that was a kick in the nuts

I was Voted in, Crimson said I was in and then...bam! Nut shot.

Good times, good times.

EDIT: As for IronWarrior: Yep good guy but I am all for the community voting it in.

---