
Subject: RenX: waiting for players
Posted by [zunnie](#) on Sat, 17 Oct 2009 08:43:10 GMT
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You guys want to join me? I'm on "MP-Gaming.com RenX Slaughterhouse #2" now waiting for players.

Either just select the server using the RenX browser or open the game and then press F10 and type: open 62.212.66.163:7777 to join me

Seeya ingame maybe

PS: if you don't have Renegade X then download it over here if you want to try it out: <http://renegadex.game-maps.net/index.php?act=view&id=1>

Subject: Re: RenX: waiting for players
Posted by [\[NE\]Fobby\[GEN\]](#) on Sat, 17 Oct 2009 16:14:36 GMT
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Hey zunnie, the patch will be out either tomorrow or the day after. We've been seeing a shortage of players in the past few days because of some joining, installation, and server client issues. This will (hopefully) be resolved this coming week.

(Ah it looks like you got a couple dozen people on)

Subject: Re: RenX: waiting for players
Posted by [zunnie](#) on Sat, 17 Oct 2009 19:44:29 GMT
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There are 19 players ingame now Going nicely.
Hope to see 64 (max) ingame at some point

Yea im waiting for the patch, when its done i update the server

Subject: Re: RenX: waiting for players
Posted by [zunnie](#) on Sat, 17 Oct 2009 20:30:32 GMT
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Just did a game of Islands, was fun, too bad the map is bugged (nobody can join when its on) else it wouldve been in rotation.

I uploaded a video of it: <http://www.youtube.com/watch?v=UOVSevYIplw>

Subject: Re: RenX: waiting for players
Posted by [luv2pb](#) on Sat, 17 Oct 2009 22:41:49 GMT
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I do not.

Subject: Re: RenX: waiting for players
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Oct 2009 01:16:49 GMT
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luv2pb wrote on Sat, 17 October 2009 18:41 I do not.

Then you have no need in posting here. This is probably the third or fourth time you've posted at a Renegade X thread with either nothing constructive to say, or just nothing to say in general (like the post above).

Shut up and mind your own business.

Subject: Re: RenX: waiting for players
Posted by [JeepRubi](#) on Sun, 18 Oct 2009 01:25:33 GMT
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zunnie wrote on Sat, 17 October 2009 14:44 There are 19 players ingame now Going nicely.
Hope to see 64 (max) ingame at some point

Yea im waiting for the patch, when its done i update the server

I'd join, but I have our patch release candidate installed, and I can't join unpatched servers anymore We should be releasing it tomorrow, so I'll see you then.

Subject: Re: RenX: waiting for players
Posted by [YazooGang](#) on Sun, 18 Oct 2009 01:30:29 GMT
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MPGAMING FTW

Subject: Re: RenX: waiting for players
Posted by [nope.avi](#) on Sun, 18 Oct 2009 04:38:22 GMT
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Will this be patch 1.0 or .65 or what

look at luv2pb grabbing for attention

Subject: Re: RenX: waiting for players
Posted by [zunnie](#) on Sun, 18 Oct 2009 15:31:34 GMT
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We got 8 players ingame now, we need 64 so come on and join people

Or download it if you haven't already

Subject: Re: RenX: waiting for players
Posted by [luv2pb](#) on Sun, 18 Oct 2009 16:16:45 GMT
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[NEFobby[GEN] wrote on Sat, 17 October 2009 20:16]luv2pb wrote on Sat, 17 October 2009 18:41| do not.

Then you have no need in posting here. This is probably the third or fourth time you've posted at a Renegade X thread with either nothing constructive to say, or just nothing to say in general (like the post above).

Shut up and mind your own business.

I'm pretty sure that was a question directed at the renegadeforums user base. Something I am apart of. I was answering and in no way violated any rules. You on the other hand ...

The attention is not for me. It is for how crappy renx is. Thank you very much.

Subject: Re: RenX: waiting for players
Posted by [CarrierII](#) on Sun, 18 Oct 2009 16:23:24 GMT
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luv2pb, whilst you may have a point, I do stress that RenX is an unfinished product. Thus, we can expect a number of bugs, I've already let the highly provocative and highly unessecary signature image of yours slide, you don't need to bring up your grief with RenX in every RenX related thread. If you do so again, I shall give you a warning, because all it seems you're trying to do is start a flame war. If you have a problem with RenX, go start a thread about it in a sensible and mature fashion, but I would like to indicate to you, once again, that it is unfinished and that a number of your own issues with it (from what I recall you posting before) has already been acknowledged by the team as something they have not yet had the time to fix. This entire attitude of yours is rude and not welcome here. The purpose of this thread is to get people on to RenX, and your post is NOT in any way related to that. If you aren't going to join (just like I and several others) have not, then you don't need to post as such (just like I and sever others have not posted).

OK?

Subject: Re: RenX: waiting for players
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Oct 2009 16:52:27 GMT
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Precisely, thank you Carrier.

Oh, and any publicity is good publicity, so it's great to have Renegade X in the signature of every single one of your posts. You're doing a great job of spreading the word. I thank you.

Subject: Re: RenX: waiting for players
Posted by [CarrierII](#) on Sun, 18 Oct 2009 18:47:46 GMT
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Optimists are good PR people, it seems.

The fact that Islands is bugged would explain why I was having trouble... every server I tried was on Islands... lol

I await the patch!

Subject: Re: RenX: waiting for players
Posted by [ErroR](#) on Sun, 18 Oct 2009 19:35:53 GMT
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CarrierII wrote on Sun, 18 October 2009 21:47 Optimists are good PR people, it seems.

The fact that Islands is bugged would explain why I was having trouble... every server I tried was on Islands... lol

I await the patch!

i find the bug near the nod tuns nostalgic, when you go there with a vehicle. Reminds me of blue hell quite offtop tho

Subject: Re: RenX: waiting for players
Posted by [YazooGang](#) on Mon, 19 Oct 2009 00:38:34 GMT
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zunnie wrote on Sun, 18 October 2009 10:31 We got 8 players ingame now, we need 64 so come on and join people

Or download it if you haven't already

I dont think there was any server that had 64 players. expect about 30-40 players in these days. The patch will bring more people in and if there is not alot of major bugs, the mod will keep most of the players and the mod will be active. If i hosted a server and had at least 10 people, i would be happy because its really hard to get players these days because there are alot of servers and big ones that everyone loves.

Subject: Re: RenX: waiting for players

Posted by [luv2pb](#) on Mon, 19 Oct 2009 01:06:12 GMT

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CarrierII wrote on Sun, 18 October 2009 11:23luv2pb, whilst you may have a point, I do stress that RenX is an unfinished product. Thus, we can expect a number of bugs, I've already let the highly provocative and highly unessecary signature image of yours slide, you don't need to bring up your grief with RenX in every RenX related thread. If you do so again, I shall give you a warning, because all it seems you're trying to do is start a flame war. If you have a problem with RenX, go start a thread about it in a sensible and mature fashion, but I would like to indicate to you, once again, that is is unfinished and that a number of your own issues with it (from what I recall you posting before) has already been acknowledged by the team as something they have not yet had the time to fix. This entire attitude of yours is rude and not welcome here. The purpose of this thread is to get people on to RenX, and your post is NOT in any way related to that. If you aren't going to join (just like I and several others) have not, then you don't need to post as such (just like I and sever others have not posted).

OK?

So wait. It is acceptable to beat each other off if you like renx. But because I see it as a steaming pile of garbage (being early/beta/unfinished/whateveryouwanttomakeanexcusefor) my opnion is not welcome here? How does that work? I wasn't aware that only favorable opinions were welcome.

The question by zunnie was "you guys want to join me?". I answered that "I do not". I really don't see how that is a problem.

I really would like a clear explanation.

(I will adjust my siggy to make it smaller)

Subject: Re: RenX: waiting for players

Posted by [CarrierII](#) on Mon, 19 Oct 2009 09:02:15 GMT

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You can BASH it, in as many topics as you like, just not one that IS NOT ABOUT BASHING IT. GO MAKE A "RENEGADEX SUCKS TOPIC", stop dragging others off topic. Thank you.

Subject: Re: RenX: waiting for players
Posted by [Crimson](#) on Mon, 19 Oct 2009 10:13:37 GMT
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Sorry, I think Carrier might have overstepped a bit here. I am having a discussion with him in private over the matter.

If we do not allow people to have negative opinions about RenX and start instituting warnings and bans and thread edits, then such policy will also extend to RenForums itself, n00bstories.com, ME, and anything else I am a fan of or a part of and all people and threads that are negative about them will also be removed.

The fact is that I have allowed people to post (so long as it doesn't contain private conversations or forum threads) negative opinions of my projects and projects I'm a part of and if you want free reign to promote RenX here then you need to take the good AND the bad.

Period.

If any thread degenerates into an argument or flame war, we will move it to "heated discussions" as appropriate with our forum policy. But we will not be warning or banning users for disliking someone else's project. If we did that, we'd have no one left here to post.

Subject: Re: RenX: waiting for players
Posted by [Carrierll](#) on Mon, 19 Oct 2009 10:19:34 GMT
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Point taken.

Subject: Re: RenX: waiting for players
Posted by [GEORGE ZIMMER](#) on Mon, 19 Oct 2009 10:29:42 GMT
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Crimson wrote on Mon, 19 October 2009 11:13: Sorry, I think Carrier might have overstepped a bit here. I am having a discussion with him in private over the matter.

If we do not allow people to have negative opinions about RenX and start instituting warnings and bans and thread edits, then such policy will also extend to RenForums itself, n00bstories.com, ME, and anything else I am a fan of or a part of and all people and threads that are negative about them will also be removed.

The fact is that I have allowed people to post (so long as it doesn't contain private conversations or forum threads) negative opinions of my projects and projects I'm a part of and if you want free reign to promote RenX here then you need to take the good AND the bad.

Period.

If any thread degenerates into an argument or flame war, we will move it to "heated discussions" as appropriate with our forum policy. But we will not be warning or banning users for disliking someone else's project. If we did that, we'd have no one left here to post. The problem is though, luv2pb has taken a liking to post in nearly every Renegade X topic and bashing it. Once or twice is fine, but it gets a little old, and just feels flame bait-y.

Subject: Re: RenX: waiting for players
Posted by [Crimson](#) on Mon, 19 Oct 2009 11:07:45 GMT
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And you don't think anyone has done that with regards to n00bstories or RenGuard in the past?

The reason it appears he's doing it in so many posts is because the RenX team makes so many new threads.

Subject: Re: RenX: waiting for players
Posted by [GEORGE ZIMMER](#) on Mon, 19 Oct 2009 11:17:53 GMT
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Crimson wrote on Mon, 19 October 2009 06:07And you don't think anyone has done that with regards to n00bstories or RenGuard in the past?

The reason it appears he's doing it in so many posts is because the RenX team makes so many new threads.

A good point on both of those, but I'm also not saying he should be banned or the like. Just that, he should expect to then not be on the good side of most people if he's going to continually post in every renx thread in a negative manner.

Subject: Re: RenX: waiting for players
Posted by [Goztow](#) on Mon, 19 Oct 2009 11:20:09 GMT
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GEORGE ZIMMER wrote on Mon, 19 October 2009 13:17Crimson wrote on Mon, 19 October 2009 06:07And you don't think anyone has done that with regards to n00bstories or RenGuard in the past?

The reason it appears he's doing it in so many posts is because the RenX team makes so many new threads.

A good point on both of those, but I'm also not saying he should be banned or the like. Just that, he should expect to then not be on the good side of most people if he's going to continually post in every renx thread in a negative manner.

He could do like me and not reply to any of it. Or he can post about it. Both are their own ways of saying "I don't like / care about it". Both ways should be accepted and respected, IMO. If someone posts about his project, he should expect positive and negative replies. Especially on renforums.

Subject: Re: RenX: waiting for players

Posted by [GEORGE ZIMMER](#) on Mon, 19 Oct 2009 11:44:32 GMT

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Goztow wrote on Mon, 19 October 2009 06:20GEORGE ZIMMER wrote on Mon, 19 October 2009 13:17Crimson wrote on Mon, 19 October 2009 06:07And you don't think anyone has done that with regards to n00bstories or RenGuard in the past?

The reason it appears he's doing it in so many posts is because the RenX team makes so many new threads.

A good point on both of those, but I'm also not saying he should be banned or the like. Just that, he should expect to then not be on the good side of most people if he's going to continually post in every renx thread in a negative manner.

He could do like me and not reply to any of it. Or he can post about it. Both are their own ways of saying "I don't like / care about it". Both ways should be accepted and respected, IMO. If someone posts about his project, he should expect positive and negative replies. Especially on renforums. Oh, definitely, I don't disagree. But for one, luv2pb hasn't posted much constructive criticism, and rather, seems to just flame bait. If it were a little more constructive, I wouldn't mind- hell, maybe I'd agree with him. But thus far, he's given about as much constructive responses as the anti-pointsfix community have on their big issues.

Subject: Re: RenX: waiting for players

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 19 Oct 2009 13:49:38 GMT

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I don't care if he posts or not, as it's your forum and not mine. As PR you're used to hearing just about everything you possibly can.

But, it does get old, and I don't know if you guys remember the old "Reborn vs RenAlert" mod wars back in the day. It got pretty filthy, and a lot of it was on this forum. Is it to much to ask for me to say that I don't want that?

If you want I could just downright stop posting updates here. It looks like threads like these get a lot more attention then our actual release threads, partly because many of the posters here either don't play Renegade or don't care much about it, and are here to troll.

Keep the trollin' rollin' if that's the intention of this forum, but I and the others on the team thought of this game differently. And that's why we've put thousands of hours into this.

Subject: Re: RenX: waiting for players

Posted by [Goztow](#) on Mon, 19 Oct 2009 13:59:48 GMT

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Quote:If you want I could just downright stop posting updates here. It looks like threads like these get a lot more attention then our actual release threads, partly because many of the posters here either don't play Renegade or don't care much about it, and are here to troll.

It would be a pity if you'd stop posting updates. Based on the number of views and replies these updates get, I'd say that they do get a lot of attention (last update: 62 views in less than one day; 0.35 beta release: over 1.000 views) which your mod very much needs, I think, just like any mod.

I think posts like zunnie made, actively asking for people to join his server, will always end up in either:

- * yes, people should join in now!!!
- * no, because server yyy is much better!!!
- * no, the mod sucks!!!

You may have noted that your updates posts have resulted in active feedback from multiple persons - most of which you choose to reject but that's another topic (see update on APC, green outline, ...).

Subject: Re: RenX: waiting for players
Posted by [luv2pb](#) on Mon, 19 Oct 2009 14:45:39 GMT
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I've posted in 3 renx related threads. I don't even feel bad about derailing this as I'm sure zunnie has stoped playing by now. Though I do hope that people see this and play MP's server instead of others choices.
