
Subject: Clan gaming

Posted by [Spoony](#) on Sun, 08 Jan 2012 02:48:58 GMT

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I'm about to re-open the Renegade League over at Clanwars.cc.

This is due in no small part to the fact the anti-cheat seems to be holding out. It will actually be the first time in renehistory where the league didn't have a problem with cheats, unless you count a brief period when the game was new, and even then there were problems with bug abuse, pointpushing etc.

But now we finally have the opportunity for a competitive and fair gaming experience which is not only free from cheats, but is also able to take advantage of the bugfixes and balance tweaks that have proven themselves beneficial to the game's balance - removing the point bug, disallowing harvblock, infinite infantry ammo.

We have a couple of servers almost ready, just tweaking a couple of things and then we can get going. I'm greatly indebted to Caveman for helping me in this regard.

I know that the game is simply too old to expect the league to be as busy as it was, but there's no reason why we can't make it as good a gaming experience as it once was (and better than it was at some times in its history). All it'll take is respectful fair play and well-defined clans (in other words, make a clan with a strong identity, stick with that one clan of players, and keep botting to a minimum). It is also not necessarily such a bad thing that many of the Clanwars.cc regulars have quit the game - it means that players who are new to clan games can participate in the league with more success, and let's not forget that a lot of the Clanwars.cc community were - let's not put too fine a point on it - ***** ****burgers.

I've also - with reservations - decided to clear the banlist, although a clear banlist is not quite the same thing as a clean slate.

Stay tuned for more updates...

Subject: Re: Clan gaming

Posted by [Aircraftkiller](#) on Sun, 08 Jan 2012 03:13:05 GMT

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Needs -WL-.

Subject: Re: Clan gaming

Posted by [Xpert](#) on Sun, 08 Jan 2012 03:34:34 GMT

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Waste of time.

Subject: Re: Clan gaming
Posted by [Hitman](#) on Sun, 08 Jan 2012 17:00:33 GMT
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perhaps you should make a clan with the atomix people or wherever it is you play, xpert

Subject: Re: Clan gaming
Posted by [EvilWhiteDragon](#) on Sun, 08 Jan 2012 17:36:08 GMT
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Good luck!

Subject: Re: Clan gaming
Posted by [Goztow](#) on Sun, 08 Jan 2012 19:00:01 GMT
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Nice that you're giving it another shot. Good luck, mate .

Subject: Re: Clan gaming
Posted by [Caveman](#) on Mon, 09 Jan 2012 00:11:21 GMT
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Should be interesting now people can't abuse... I might even get into Ren 3v3 style :/

Subject: Re: Clan gaming
Posted by [Hitman](#) on Mon, 09 Jan 2012 14:40:20 GMT
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Caveman wrote on Sun, 08 January 2012 17:11 Should be interesting now people can't abuse... I might even get into Ren 3v3 style :/ make a clan with some people u know

Subject: Re: Clan gaming
Posted by [C4Smoke](#) on Mon, 09 Jan 2012 23:34:47 GMT
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g?G I give it one month till it closes again.

Subject: Re: Clan gaming
Posted by [Hitman](#) on Tue, 10 Jan 2012 00:17:33 GMT
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stfu or i 1v1 u at CVS

Subject: Re: Clan gaming
Posted by [MrWiggles](#) on Tue, 10 Jan 2012 01:34:28 GMT
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good work spoony. message me your steam/msn/whatever the fuck your using now.

Subject: Re: Clan gaming
Posted by [C4Smoke](#) on Tue, 10 Jan 2012 03:05:06 GMT
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Hitman wrote on Mon, 09 January 2012 17:17stfu or i 1v1 u at CVS

Meet me there at midnight skippy scooter kid, I will make you cry hard just like I make you cry in forums infront of all these kids.

Subject: Re: Clan gaming
Posted by [EvilWhiteDragon](#) on Tue, 10 Jan 2012 11:11:19 GMT
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I see the regular CW.cc public hasn't aged a day

Subject: Re: Clan gaming
Posted by [Hitman](#) on Tue, 10 Jan 2012 11:54:02 GMT
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EvilWhiteDragon wrote on Tue, 10 January 2012 04:11I see the regular CW.cc public hasn't aged a day
i was just joking, or well... maybe i wasn't entirelyly

i just dont like people who come spread their negativity in a topic that doesn't concern them

Subject: Re: Clan gaming
Posted by [Spoonny](#) on Tue, 10 Jan 2012 13:03:59 GMT
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who's pretending to be c4smoke, then?

actually don't answer that, it doesn't matter... there isn't anybody who couldn't do it

Subject: Re: Clan gaming

Posted by [Spoony](#) on Tue, 10 Jan 2012 16:37:01 GMT

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servers are nearly ready, just tweaking a couple of things

Some of the stuff you can look forward to...

THE !READY COMMAND

Many players experience slower loads while running 4.0, and this needed addressing in competitive matches. There is a function in the CWservers that puts gameplay on hold until all players indicate that they are loaded and ready. Once all players type '!ready' in F2 chat, the game will 'reset' and gameplay then begins. 'Reset' means everyone spawns afresh with 0 credits, and the harvesters will be newly deployed.

There's a maximum of two minutes wait for the reset if some players don't type the !ready command.

So here's how to start a clanmatch, in such a way that means neither clan chooses side. Get everyone in the server and onto separate teams - the first map is a non-playable buffer map. Skip the map using !poll gameover, or simply have one team basekill the other. When the next map loads, use the !ready command to kick things off for real.

If both clans consent, you can decide which clan gets GDI and Nod; however, the approved method is for sides to be random.

INFINITE INFANTRY AMMO

I've been advocating this for some time, and it has proven successful where it has been tested. The results of this change have been entirely positive, and I've never heard a good reason why infantry should run out of ammo in multiplayer, nor has anyone managed to point to a downside of this change.

It affects all infantry weapons except the various c4 types and beacons.

CHEAPER INFANTRY

I've taken it upon myself to tweak the costs of most of the infantry. I feel most of them ought to be cheaper than they are. As follows:

GDI/Nod Officer: 50

Tib Sydney: 50

Rocket Officer: 150

Patch: 200

Laser Chaingunner: 250

Deadeye/Black Hand Sniper: 400

Mobius/Mendoza: 600

PIC Sydney/Raveshaw: 800

Havoc/Sakura: 800

Usual prices for Chem Warrior, Gunner, Stealth Black Hand and Hotwire/Technician.

CRATES

The stock maps have more crate spawns than you might be used to, but some of them were not properly implemented, it seems. 4.0 fixes this and implements the originally designed spawn locations. For example, on City Flying the crate is sometimes in the middle of the map, which is a nice change; it means there's more likely to be a fight over it, as well as something of an edge for GDI.

2.5 CREDITS PER SECOND

This was supposed to be the case anyway, but it doesn't happen properly. 4.0 fixes that. You alternate between 2 credits one second, then 3, then 2, then 3. If you miss the stupidly inflated extra credits you used to get thanks to the ridiculous point bug, see how you like this instead.

MESA DEADZONES

If you played Mesa2 then you already know what I'm talking about.

There are a few problems with the old version of Mesa - damage from certain spots and angles was not dealt properly. Tanks on the bridge had difficulty hitting buildings, did only partial damage to tanks on the ground, and couldn't splash infantry. Tank shells from the side path behaved oddly against the Nod refinery, turret and airstrip. Grenadiers had difficulty hitting the Airstrip from the infantry area. Etc.

All of these problems have now been fixed. So, for example, tanks on the bridge do their normal damage to targets on the ground. This makes the bridge much more important, and opens up a new dimension to the map's general strategy.

SNIPER SCOPING

When snipers scope and strafe at the same time, they don't flicker like they used to. They'll just walk slowly. Get used to that on flying maps... it seems like it will make the sniper fight a more skilful affair.

Subject: Re: Clan gaming

Posted by [Sean](#) on Tue, 10 Jan 2012 19:50:31 GMT

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Nice one, thanks for helping Caveman. (You're still an AMAZON ASIAN BASHER, but yeah) <3

Best of luck, sir.

Subject: Re: Clan gaming

Posted by [Hypnos](#) on Tue, 10 Jan 2012 20:10:19 GMT

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This should be fun, I'll pass this on to Jason etc.

Subject: Re: Clan gaming
Posted by [liquidv2](#) on Tue, 10 Jan 2012 22:05:24 GMT
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Quote:CHEAPER INFANTRY
some of those seemed strange to me, but then i remembered that they never run out of ammo
gonna be interesting seeing how it all plays out

Quote:2.5 CREDITS PER SECOND
3 per second is far too much - i've seen and played on it, and i ended up with far more credits than
i could have gotten with the original points (the ones with the green health bug)

Quote:MESA DEADZONES
as far as i know all the altitude glitches and deadzones are fixed on the other maps as well; it's
like everyone is using Mesa2, but it's still Mesa

Subject: Re: Clan gaming
Posted by [EvilWhiteDragon](#) on Tue, 10 Jan 2012 23:45:35 GMT
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Each to his own, but Spooky, you are aware that in terms of damage per second a laser
chaingunner and a ravesaw do pretty much the same damage right? The rave is *slightly* better,
but not much.

Of course the rave has some other advantages like being able to go into cover while the LCG
needs to keep hitting the target, but still.

Subject: Re: Clan gaming
Posted by [Spooky](#) on Wed, 11 Jan 2012 00:37:01 GMT
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thanks for the info, but a rav is a lot better than an LCG in a clanmatch.

You've read my posts about my intentions to revive the Clanwars.cc Renegade league. The
servers are now ready. Thus, the league is open for business.

All clan matches need to be played in one of the official servers.

CWserver1: Popular Maps (cityfly, field, islands, volcano, complex, canyon, wallsfly)

CWserver2: all of the above plus mesa, walls, under

CWserv3: Field 1v1

Password to all of the above is 'havoc'.

You need to download the Clanwars map pack: modified versions of the stock maps. Put them in
your data folder. You need to run 4.0 as well. Check the sticky threads on the Clanwars forum for

stuff like in-game rules.

Roster limit is four, for now. We need small, well-defined clans, and more of them. You can only be in one clan at a time. Maximum of one botname.

Please report your losses.

I think we should all pick one medium to find games; something like a specific teamspeak server to join, or the Renegade chatrooms, or something. I'm open to suggestions about this.

I'm not sure about this month's F2F finals; we'll decide about a week before the month ends. Depends how active things are until then.

Contact myself or hitman for a 2v2 anytime we're both on. Contact me for a 1v1 - including HaTe - so long as you have a warrior account in a clan, that is. Contact me if you have any questions about how to make a clan/use the league/whatever.

Subject: Re: Clan gaming
Posted by [iRANian](#) on Wed, 11 Jan 2012 00:51:10 GMT
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Are the clanwars.cc maps auto-downloaded? Also I would choose another hoster for the maps, they're currently linking my dropbox folder.

Also, cw.cc server 2 isn't listed on GSA, the other two servers are.

Subject: Re: Clan gaming
Posted by [Caveman](#) on Wed, 11 Jan 2012 11:00:24 GMT
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iRANian wrote on Wed, 11 January 2012 00:51 Are the clanwars.cc maps auto-downloaded? Also I would choose another hoster for the maps, they're currently linking my dropbox folder.

Also, cw.cc server 2 isn't listed on GSA, the other two servers are.

I see all 3 servers.

No the maps aren't auto downloaded I dont have website for it atm.

Subject: Re: Clan gaming
Posted by [Spoony](#) on Wed, 11 Jan 2012 11:13:45 GMT
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fixed, uploaded them in mod release section.

Subject: Re: Clan gaming
Posted by [iRANian](#) on Wed, 11 Jan 2012 12:11:28 GMT
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Yeah, I see all three servers on GSA now.

edit: Also when you want to add the maps to the auto-map downloader in the future, you need to use the PackageEditor.exe from the beta 1 server files as the beta 3 one doesn't work.

Subject: Re: Clan gaming
Posted by [Spoony](#) on Sat, 14 Jan 2012 01:00:47 GMT
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judging by the 2 or 3 days the league's been up, i'm already thinking it's the best clanwar gaming experience i've had (and that stretches all the way back to 2003)

no cheating, nobody's gonna even try pointpushing, no dodging... and the balance tweaks have been entirely positive

it isn't all that active but i didn't think it would be

Subject: Re: Clan gaming
Posted by [liquidv2](#) on Thu, 19 Jan 2012 00:19:58 GMT
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Spoony wrote on Sat, 07 January 2012 20:48I'm about to re-open the Renegade League over at Clanwars.cc.

Xpert wrote on Sat, 07 January 2012 21:34Waste of time.
that's impolite

Subject: Re: Clan gaming
Posted by [Xpert](#) on Thu, 19 Jan 2012 00:40:09 GMT
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liquidv2 wrote on Wed, 18 January 2012 19:19Spoony wrote on Sat, 07 January 2012 20:48I'm about to re-open the Renegade League over at Clanwars.cc.

Xpert wrote on Sat, 07 January 2012 21:34Waste of time.
that's impolite

Thank you for pointing out the obvious.

Subject: Re: Clan gaming

Posted by [liquidv2](#) on Thu, 19 Jan 2012 01:48:52 GMT

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Xpert wrote on Wed, 18 January 2012 18:40liquidv2 wrote on Wed, 18 January 2012 19:19Spoony wrote on Sat, 07 January 2012 20:48I'm about to re-open the Renegade League over at Clanwars.cc.

Xpert wrote on Sat, 07 January 2012 21:34Waste of time.
that's impolite

Thank you for pointing out the obvious.
you sure you're not mad just cuz Caveman is involved?

Subject: Re: Clan gaming

Posted by [Xpert](#) on Thu, 19 Jan 2012 01:56:33 GMT

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liquidv2 wrote on Wed, 18 January 2012 20:48Xpert wrote on Wed, 18 January 2012 18:40liquidv2 wrote on Wed, 18 January 2012 19:19Spoony wrote on Sat, 07 January 2012 20:48I'm about to re-open the Renegade League over at Clanwars.cc.

Xpert wrote on Sat, 07 January 2012 21:34Waste of time.
that's impolite

Thank you for pointing out the obvious.
you sure you're not mad just cuz Caveman is involved?

Ya you're so dead on. That's totally the reason. Good job Blue's Clues.

Subject: Re: Clan gaming

Posted by [liquidv2](#) on Thu, 19 Jan 2012 06:24:03 GMT

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is it cuz he has red hair?

Subject: Re: Clan gaming

Posted by [Gohax](#) on Thu, 19 Jan 2012 22:16:44 GMT

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He's hairy.

Subject: Re: Clan gaming

Posted by [liquidv2](#) on Thu, 19 Jan 2012 22:55:38 GMT

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the only reason i asked is because of the lengths Xpert has gone so far to hinder Caveman in creating a new Atomix
it seems very childish and immature to me

Subject: Re: Clan gaming
Posted by [Tiesto](#) on Thu, 19 Jan 2012 23:59:08 GMT
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It's kinda sad that people are still resorting to it in Renegade.

Subject: Re: Clan gaming
Posted by [NACHO-ARG](#) on Fri, 20 Jan 2012 03:28:56 GMT
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kinda sad that atomix died, i remember having good games there after kamuix lite went down.

Subject: Re: Clan gaming
Posted by [Hypnos](#) on Fri, 20 Jan 2012 06:06:55 GMT
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"I don't care about Atomix, do what you want."

"WT?F?F? THIS IS MY COMMUNITY!!!!111111 SABOTAGEEEEEEEEEEEEEEEEEEEEE"

Clanwars.cc ftw.

Subject: Re: Clan gaming
Posted by [Xpert](#) on Sat, 21 Jan 2012 00:36:13 GMT
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liquidv2 wrote on Thu, 19 January 2012 17:55the only reason i asked is because of the lengths Xpert has gone so far to hinder Caveman in creating a new Atomix
it seems very childish and immature to me

The lengths I've gone so far say what?

LOL, now you're just talking out of your ass again. Quit fucking talking liquid and go back to worrying about Jelly.

Subject: Re: Clan gaming

Posted by [liquidv2](#) on Sat, 21 Jan 2012 01:33:15 GMT

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you're one of those people that acts like you have no idea what the other is talking about until the proof is shoved in your face like dogshit
it's not even worth getting into, but you're a shitty person

Have a nice day

how many clans are signed up so far Spoony?

Subject: Re: Clan gaming

Posted by [Spoon](#) on Sat, 21 Jan 2012 02:12:12 GMT

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never mind how many are "signed up", just see how many are actually playing

you can get games every night if you want to, which means enough are playing

TC, CAG, -RG-, cTe, IED and L2P play actively, plus a few others are talking about playing (e.g. theres talk of a clan of n00bstories regulars, and some older clanwars regulars coming back)

Subject: Re: Clan gaming

Posted by [Xpert](#) on Sat, 21 Jan 2012 07:54:30 GMT

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liquidv2 wrote on Fri, 20 January 2012 20:33you're one of those people that acts like you have no idea what the other is talking about until the proof is shoved in your face like dogshit
it's not even worth getting into, but you're a shitty person

Right... Get a clue.

Subject: Re: Clan gaming

Posted by [JohnDoe](#) on Sun, 22 Jan 2012 23:09:25 GMT

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i'm happy for y'all and i hope this survives until the summer, i've got too much shit going on until then

and quit shitting this thread up you dorks

Subject: Re: Clan gaming
Posted by [IceSword7](#) on Tue, 28 Feb 2012 04:57:19 GMT
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Hows the competition? Still one or two dominant teams like always?

Also: Hi Spooky

Subject: Re: Clan gaming
Posted by [Ne0](#) on Wed, 07 Mar 2012 22:14:28 GMT
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I'll only play if I can use cheats wtf

Subject: Re: Clan gaming
Posted by [Ne0](#) on Wed, 07 Mar 2012 22:15:56 GMT
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I'll only play if I can use cheats wtf

Subject: Re: Clan gaming
Posted by [Spooky](#) on Wed, 07 Mar 2012 22:22:57 GMT
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how about you two idiots play in my 2v2 tournament?

Subject: Re: Clan gaming
Posted by [Tunaman](#) on Fri, 09 Mar 2012 03:31:38 GMT
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yeah I hope its still alive in the summer

Subject: Re: Clan gaming
Posted by [JohnDoe](#) on Mon, 12 Mar 2012 08:14:01 GMT
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i'll find a reason not to play

Subject: Re: Clan gaming

Posted by [OldRyan](#) on Mon, 12 Mar 2012 16:39:18 GMT

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I haven't logged on this forum in years... wtf neo and licesword? Hahahaha shit guys it's been awhile

Subject: Re: Clan gaming

Posted by [Wyld1USA](#) on Mon, 12 Mar 2012 20:27:28 GMT

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Good stuff Spoony. I hope to get in there somehow. Thanks for your efforts.

Wyld
