
Subject: Game-Maps Renegade Section Update
Posted by [zunnie](#) on Mon, 14 May 2012 16:20:06 GMT
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<http://www.game-maps.org>

We have moved the Renegade section (the other sections will follow shortly) to a new domain. ren.game-maps.net is now redirecting new users and content to our .org counterpart.

One of the reasons we made this switch is to allow user uploads in an somewhat easier fashion. Submit a file, screenshot it and have a conversation with people who download it Also the old AdminCP we used was quite complicated to use for new staff members, this is much easier on them.

For now Guests are allowed to upload files to the forums. We are currently testing this ability. In the future we might disallow that again, this entirely depends on the amount of spam that may slip through.

Anyhow, have fun on the new site, spread the word and submit your stuff

Greetz the Game-Maps Admins, Staff and Moderators.

Subject: Re: Game-Maps Renegade Section Update
Posted by [NACHO-ARG](#) on Mon, 14 May 2012 20:43:34 GMT
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sounds to me like something similar to renegadeskins.tk but with gamemaps's name, good work man, will try to upload something later

Subject: Re: Game-Maps Renegade Section Update
Posted by [Sean](#) on Mon, 14 May 2012 21:01:26 GMT
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NACHO-ARG wrote on Mon, 14 May 2012 13:43 sounds to me like something similar to renegadeskins.tk but with gamemaps's name, good work man, will try to upload something later

There's no comparison tbh.

game-maps.net is legendary compared to renegadeskins.tk - the administrator of renegadeskins.tk condones ddosing, cheating and bot exploits.

Subject: Re: Game-Maps Renegade Section Update
Posted by [liquidv2](#) on Mon, 14 May 2012 21:36:13 GMT
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Azazel wrote on Mon, 14 May 2012 16:01the administrator of renegadeskins.tk condones ddosing, cheating and bot exploits.
he sounds like your kind of person

Subject: Re: Game-Maps Renegade Section Update
Posted by [Ethenal](#) on Mon, 14 May 2012 21:44:02 GMT
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liquidv2 wrote on Mon, 14 May 2012 16:36Azazel wrote on Mon, 14 May 2012 16:01the administrator of renegadeskins.tk condones ddosing, cheating and bot exploits.
he sounds like your kind of person
I mean literally, I cannot fathom that kind of logic...

On topic: Looks pretty good, zunnie. Keep up the good work.

Subject: Re: Game-Maps Renegade Section Update
Posted by [BAGUETTE](#) on Tue, 15 May 2012 17:08:40 GMT
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Isnt the leader of renegadeskins GoldDrag, or does he just admin there?

Subject: Re: Game-Maps Renegade Section Update
Posted by [Hypnos](#) on Tue, 15 May 2012 17:23:34 GMT
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He's just an Admin, crisis runs it I believe - whatever his name is.

The one that doesn't get on well with cAmpA.

Subject: Re: Game-Maps Renegade Section Update
Posted by [Sean](#) on Tue, 15 May 2012 21:04:29 GMT
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Hypnos wrote on Tue, 15 May 2012 10:23He's just an Admin, crisis runs it I believe - whatever his name is.

The one that doesn't get on well with cAmpA.

I'm surprised he hasn't shut it down due to 4.0 blocking most of the shit on there, lol.

Subject: Re: Game-Maps Renegade Section Update
Posted by [EvilWhiteDragon](#) on Wed, 16 May 2012 05:41:39 GMT
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Plenty of servers still run on <4.0 so...

Subject: Re: Game-Maps Renegade Section Update
Posted by [Gohax](#) on Wed, 16 May 2012 08:04:55 GMT
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EvilWhiteDragon wrote on Tue, 15 May 2012 22:41Plenty of servers still run on <4.0 so...

Hopefully not for long. There's only 1 thing I miss from st0rm, and that was the fact that they forced 4.0 on all players. It was fun not having to worry about cheaters.

Subject: Re: Game-Maps Renegade Section Update
Posted by [-TLS-DJ-EYE-K](#) on Wed, 16 May 2012 19:03:52 GMT
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Gohax wrote on Wed, 16 May 2012 10:04EvilWhiteDragon wrote on Tue, 15 May 2012 22:41Plenty of servers still run on <4.0 so...

Hopefully not for long. There's only 1 thing I miss from st0rm, and that was the fact that they forced 4.0 on all players. It was fun not having to worry about cheaters.

Which is technically not correct as u can still cheat on 4.0 Servers,just harder

And yes,crysis992 is the host of the Webside and he wont get along with campa cuz he made his HUD public and free for every1 to use (:

Subject: Re: Game-Maps Renegade Section Update
Posted by [Ethenal](#) on Sat, 19 May 2012 04:41:36 GMT
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-TLS-DJ-EYE-K wrote on Wed, 16 May 2012 14:03Gohax wrote on Wed, 16 May 2012 10:04EvilWhiteDragon wrote on Tue, 15 May 2012 22:41Plenty of servers still run on <4.0 so...

Hopefully not for long. There's only 1 thing I miss from st0rm, and that was the fact that they forced 4.0 on all players. It was fun not having to worry about cheaters.

Which is technically not correct as u can still cheat on 4.0 Servers,just harder

And yes,crysis992 is the host of the Webside and he wont get along with campu cuz he made his HUD public and free for every1 to use (:

See, the guy that claims he isn't cheating always makes it a point to post when somebody says something about 4.0 blocking cheats that you can get around it and then stays away from 4.0 altogether. Whatever dude.

Subject: Re: Game-Maps Renegade Section Update
Posted by [Xpert](#) on Tue, 22 May 2012 09:47:47 GMT
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That's why he plays in Area 54, where cheaters run free!

Subject: Re: Game-Maps Renegade Section Update
Posted by [Sean](#) on Tue, 22 May 2012 19:51:02 GMT
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Xpert wrote on Tue, 22 May 2012 02:47That's why he plays in Area 54, where cheaters run free!

Area54 runs scripts 4.0 server side though. But does not enforce scripts 4.0 client side. So there is "some protection".

Subject: Re: Game-Maps Renegade Section Update
Posted by [iRANian](#) on Tue, 22 May 2012 19:58:14 GMT
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they don't run 4.0 server-side.

Subject: Re: Game-Maps Renegade Section Update
Posted by [Sean](#) on Tue, 22 May 2012 20:48:42 GMT
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iRANian wrote on Tue, 22 May 2012 12:58they don't run 4.0 server-side.

Sigh, I'm sure someone told me they did, my bad. :s

Subject: Re: Game-Maps Renegade Section Update
Posted by [ehhh](#) on Tue, 22 May 2012 22:58:10 GMT
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they just force 4.0 past cheaters etc.

Subject: Re: Game-Maps Renegade Section Update
Posted by [EvilWhiteDragon](#) on Wed, 23 May 2012 09:48:56 GMT
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ehhh wrote on Wed, 23 May 2012 00:58they just force 4.0 past cheaters etc.
Lol, that offers little more protection than a lower scripts version. Only thing that has improved then is *cheat name removed*protection. The other cheats are still possible. To make most of the TT protections you NEED a TT-based server.
