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Subject: RenEvo...

Posted by [Dante](#) on Mon, 19 May 2003 06:26:47 GMT

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<http://www.renevo.com/intro.asp>

please post in that link or here about your opinions.

---

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Subject: RenEvo...

Posted by [General Havoc](#) on Mon, 19 May 2003 10:34:08 GMT

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Sad to see Renegade Evolution go As they say, all good things must come to an end. In my opinion it has helped Renegade last much longer than i originally would have thought. It's done well. I too would have liked to see some more CTF maps and TeamDM ones.

I am currently working on a Team Deathmatch map that uses the script that Jon Wil wrote. Its nothing big, just a Nod refinery with a harvester, an outside area, teleporters in the lifts and pickups. I originally made it to test the Team DM script. I can release the map in its current state, it's only missing the "JFW\_User\_Settable\_Parameter" script that I was using to allow the host to set how many kills to win. The script crashes Renegade after the map has been won, which is a problem at the moment, although I may be able to resolve it after more testing.

I hope this can be remembered like all other C&C games in the future. A lot of people have spend many hours of their lives deidcating time for this game. For me this is the longest I have ever continously played and been involved with a game. Lat it live on!

\_General Havoc

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Subject: RenEvo...

Posted by [StoneRook](#) on Mon, 19 May 2003 13:53:09 GMT

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My take - response - solution on this....

[http://forums.renevo.com/ultimatebb.cgi?ubb=get\\_topic&f=11&t=000229](http://forums.renevo.com/ultimatebb.cgi?ubb=get_topic&f=11&t=000229)

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Subject: RenEvo...

Posted by [Vitaminous](#) on Mon, 19 May 2003 14:04:37 GMT

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Bah, I knew it'd happen.

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Subject: RenEvo...

Posted by [England](#) on Mon, 19 May 2003 14:37:54 GMT

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StoneRookMy take - response - solution on this...

eh?!

Dante:

---

Subject: RenEvo...

Posted by [K9Trooper](#) on Mon, 19 May 2003 14:42:37 GMT

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AprimeBah, I knew it'd happen.

Dude, it's children like you that made this project fizzle out. All of you kids claimed you would support RenEvo, yet you made no effort to help or support them. You don't play the mod maps, yet you all complain of the same boring maps. You all tell me to get some mod, just so I can see my server sit empty. Crimson and I both tried RenEvo's Sniper Only maps. Our servers were empty 90% of the time. The maps were good. You all were too lazy to get the maps. It takes only a few minutes to download the biggest mod/fan maps out there. If it wasn't for BR and BR .Net Renegade would have died when WestWood died. Dante and the Gang helped keep Renegade alive. And for what?! For all of you ungrateful little \*\*\*\*\*!

Thanks for all your time and hard work RenEvo. When you do go, you will be missed.

---

Subject: RenEvo...

Posted by [Vitaminous](#) on Mon, 19 May 2003 14:57:53 GMT

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I just said I knew it'd happen!

When they announced that they're making a renevo for PlanetSide, I just knew it.

And no ,I'm not lazy,there's something really bad with my internet provider, we have 600mb / months of download limit, or else we have extra fees.

I'd like to play REOL when WOL is offline, but yet, it's still asking me for a server list.And can'T click on the REOL server stuff.

All I hope is them to finish their revolution

---

Subject: RenEvo...

Posted by [Ferahgo](#) on Mon, 19 May 2003 15:30:49 GMT

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---

Dantes your leaving the renegade community???

thats what it said on that page

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Subject: This is why...

Posted by [Carl](#) on Mon, 19 May 2003 15:32:36 GMT

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I spent every spare hour from the time renegade came out modding it.... i was one of the first making mod skins..... and i jumped at the chance to help renevo.... i dropped everything..... i stayed up days on end working on stuff.... stuff that never saw the public eye... and why? because, as K9 said, of the little shitheads in this community. The pieces of crap who whine and cry and say they will support but chicken out because of a 5 meg download, that they would rather spend on mp3's. That's why i left two months ago. Because the stress level got so extremely high. Because i felt i was working for nothing. I came back a few weeks ago. I knew it was already dying, but, Dante has a way about him. You can't break a promise to Dante. He has never broken a promise to ANYONE in this community. Just look at BR .Net. I talked with him several long nights over models and textures, and how much he wanted to quit doing everything. Not because he didn't love doing it. Because no one, nearly no one appreciated any of the time of our own lives we wasted away trying to make things for them. I know of one prominent person (who wished to remain namesless) who donated SEVERAL HUNDRED DOLLARS to helpo out renevo. Now THAT my friends is dedication. We spent our time, much time that we didn't have, because EA cut us (everyone) off. That's why we stayed devoted. But no one out there looks for help. No one downloads the maps. CTF maps have been widely available. Servers arent the problem. Players are. I think generals really put the icing on the cake.

One issue i beleive, im not going to give any names, but people being arrogant assholes, and thinking they are the best, and not even SHARING their skills with others to expand the modding community. When one holds a monopoly on a certain thing, that kills a modding community because no one person can put out enough. These same kind of arrogant people unwilling to WORK TOGETHER on projects.

If things were done right around here, then we could have well over 200 better-than-westwood maps by now. Why don't we? because the big arrogance in this community is so appaling and anal retentive that there is no possible way to collaborate on a map. Imagine this.

In WS dev team, a map went through no fewer than 4 peoples hands BEFORE QA.

1. Mesh Artist - This person created the basic terrain mesh and places the building placeholders.
2. Texturing Artist - This person textured the terrain meshes and brought the land to life. Gave it character.
3. VIS - This person did everything related to creating the VIS meshes in Max
4. Level Edit - This person did all or most of the work in the commando editor, although this stage was often completed by two or more people, one concentrating on scripting.

I have preached and preached this ' assembly line ' mentality, inside and out of RenEvo, the problem being we couldn't get certain 'arrogant id's' who had 1337 skillz to get in on the job. You can't run a 4 person assembly line if you only have 2 people.

The problem with renegade modding goes to the very core of whats wrong with this community.

People can't work together.

People think they are better than everyone.

People don't care.

And Last...

People are F\*\*king A\*\*holes.

I devoted hundreds of hours i will never get back... and the only way to redeem that time.... is to do what i can to help Dante finish.... do what i promised him..... Because he has set an example for keeping promises.... an example i intend to follow... Unlike the rest of this goddamned community

Thanks for nothing you goddamn fucktards....

May renevo kick your asses and make you whine for more once its gone...

---

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Subject: RenEvo...

Posted by [Dante](#) on Mon, 19 May 2003 15:34:41 GMT

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All I hope is them to finish their revolution

planetside has nothing to do with my decision, the lack of support and all the wasted time i put into the game is why i made my decision.

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Subject: RenEvo...

Posted by [Majiin Vegeta](#) on Mon, 19 May 2003 15:43:19 GMT

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K9TrooperAprimeBah, I knew it'd happen.

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what he said

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Subject: Re: This is why...

Posted by [Vitaminous](#) on Mon, 19 May 2003 15:50:46 GMT

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Thanks for nothing you goddamn fucktards....

May renevo kick your asses and make you whine for more once its gone...

O.O

---

Subject: Re: This is why...

Posted by [Carl](#) on Mon, 19 May 2003 15:57:49 GMT

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Aprime10.O

And what was the point of that?

---

Subject: Re: This is why...

Posted by [K9Trooper](#) on Mon, 19 May 2003 16:04:26 GMT

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CarlAprime1O.O

And what was the point of that?

That's his I.Q. Didn't you know that?

---

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Subject: Re: This is why...

Posted by [Carl](#) on Mon, 19 May 2003 16:06:14 GMT

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K9TrooperCarlAprime1O.O

And what was the point of that?

That's his I.Q. Didn't you know that?

No... and i sure as hell hope it don't follow me anywhere.... CnC Modifications for other games are sounding pretty pimp right now.... CnC Mod for HL2...

---

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Subject: RenEvo...

Posted by [Vitaminous](#) on Mon, 19 May 2003 16:06:31 GMT

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---

Ugh,he just scared me.

---

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Subject: RenEvo...

Posted by [Halo38](#) on Mon, 19 May 2003 17:02:55 GMT

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---

General HavocFor me this is the longest I have ever continously played and been involved with a game. Let it live on!

\_General Havoc

Me too, any way you look at it this game is one of a kind i don't know many other games that use troops and vechiles and the base defence and attack system quite as well as this WW did have a mammoth task and despite a few problems this game will still be pulled of the shelf first if you want to play this style of game.

Renevo team you have contributed valuable utilities and services to the community, so many of your servers use BR now over all gameplay has improved, you contributions will not be forgottten

---

((if it weren't for the teleporter script I wouldn't of made my models that got me noticed (IMO))

Thanks for all your time. When HL2 comes out I'm going over to them, but we all have to move on sometime, all the best on your future projects

---

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Subject: RenEvo...  
Posted by [Gun](#) on Mon, 19 May 2003 22:29:36 GMT  
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Aww... The day I return, it ends... Well... There is nothing I can do of it...

---

---

Subject: RenEvo...  
Posted by [spreegem](#) on Tue, 20 May 2003 01:07:27 GMT  
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---

I have done nothing for this community except some bot mods, and would have liked to do more to Renegade

---

---

Subject: RenEvo...  
Posted by [John Shaft Jr.](#) on Tue, 20 May 2003 02:02:19 GMT  
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---

THank you RenEvo team for all the work you have done for the Renegade community.

---

---

Subject: RenEvo...  
Posted by [Dante](#) on Thu, 22 May 2003 08:02:46 GMT  
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hmm

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Subject: RenEvo...  
Posted by [exnyte](#) on Thu, 22 May 2003 08:30:45 GMT  
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---

spreegem I have done nothing for this community except some bot mods, and would have liked to do more to Renegade

You speak as though the game is dead... It's not... so maybe instead of having that negative attitude in this post, it should have read more like this.



spreegemI have done what I can for this community so far, and I plan to do a lot more as soon as I know how.

That's the type of person this community needs right now.

---

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Subject: RenEvo...

Posted by [Dante](#) on Thu, 22 May 2003 17:07:28 GMT

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majikentspreegemI have done nothing for this community except some bot mods, and would have liked to do more to Renegade

You speak as though the game is dead... It's not... so maybe instead of having that negative attitude in this post, it should have read more like this.

spreegemI have done what I can for this community so far, and I plan to do a lot more as soon as I know how.

That's the type of person this community needs right now.

why exactly would anyone want to make a bunch of mods for people who don't download them?

---

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Subject: RenEvo...

Posted by [KIRBY098](#) on Thu, 22 May 2003 17:13:29 GMT

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Why would anyone download something they don't know exists?

You fellas failed to market your products to anyone except the mad community. It's why Ack is succesful, and you live in oblivion, thinking noone appreciates you.

---

---

Subject: RenEvo...

Posted by [StoneRook](#) on Thu, 22 May 2003 17:35:25 GMT

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KIRBY098Why would anyone download something they don't know exists?

You fellas failed to market your products to anyone except the mad community. It's why Ack is succesful, and you live in oblivion, thinking noone appreciates you.

your incorrect, sir. I don't believe we live in oblivion as you say.

We made great efforts in showing this thing. Also - every server running BR.net and have maps with working conyards/silos/teleporters was made possible from the work of Dante and crew.

- most of the things that make the stuff work in Aircraftkillers maps were done by people that are part of the mod community.

It's the lack of interest by the users that slowed down the modding of Renegade.

Who want's to put 3-4 weeks into something and see it rot?

but everyone has their own opinion -- no matter how wrong it may be

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Subject: RenEvo...

Posted by [KIRBY098](#) on Thu, 22 May 2003 17:44:31 GMT

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---

Including yours.

Ack made sure that WW, the mod community, the players, and every forum he could get his hands on knew what he was doing, how he was doing it, when he was going to be done, and was still able to maintain a high level of quality.

He was so loud in his advertisement, that WW made the offer of unfinished maps, because they knew that not only would he finish them, but he would maintain high levels of quality. And he still keeps us regularly updated, with where the maps are, and how to better download them, and where to play them.

I have no idea what you guys are doing right now, what stage you are at, when I could possibly even hope to see it done, and what's in it. It's like the "RENEVO SECRET", and to make matters worse, we have to go to those forums to get these updates when you do talk about them, because they don't get posted where 80 % of these people look. Namely the general forums.

People are lazy, and careless. Which is why you, as a provider of a service, need to make it easy for them. It isn't right, it's just the way it is.

And of course they don't appreciate it. Hell, they don't even appreciate the free servers EA still maintains for our pleasure. They never will.

But then again, you don't Mod for attention and recognition, do you?

---

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Subject: RenEvo...

Posted by [Dante](#) on Thu, 22 May 2003 17:52:08 GMT

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oh, i guess the 15 interviews on various fansites, the 18 hosted chats with over 30 people, the

http://www.planetcnc.com support, n00bstories.com support, me posting it all over this forum, me posting it all over my forum, me posting it all over other forums, as well as hosting a the 2nd largest chat room for this community constantly updating them about items involving RenEvo, hosting REOL, BR .Net progressions, Custom Scripts.dll work, new game modes, ModX, RenEvo ladder etc.. didn't get told to anyone?

play basin much?

unfortunately, ack has been the ONLY person to have released a map that is played that is sporting the custom scripts.

BR .Net has a huge user base.

RenEvo ladder never got the attention it deserved, REOL never had users.

now, you ask why we didn't spam the topics? we didn't spam them, we informed key locations in the community (including this location, do a search if you like) and there was little to NO response on 90% of the items we worked extremely hard on, and people supposedly couldn't live without it...

anywayz, thats my rant for the day.

---

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Subject: RenEvo...

Posted by [StoneRook](#) on Thu, 22 May 2003 17:53:12 GMT

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EA -- free servers?

don't see any?

are you talking about WOL?

there are no game servers running any maps by EA.  
(that i know off -- have more info?)

and then - when they did have maps running - none were fan made.

ever - in their entire history...

even when Aircraftkiller finished Westwood's Glacier flying map (and did a pretty decent job - in fact - my server was featuring that map BEFORE it was in the patch) - Dev's House wasn't running it. AND that was in the official patch.

Careless? Easy? -- i ran a site that had the list of maps - links to the maps - and a dedicated server that ran the mod maps.

The game also broadcast where the maps were and how to get them.

Still - i go on a server that is running two mod maps. (last weekend)

Fortress and Deth Islands - as soon as the 'canned' WW maps cycled to these two - the players would drop like flies.

Nope - i mod for the fun of it. if some feel that my work is worth it - so be it.

just time to move on - and play the game.

---

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Subject: RenEvo...

Posted by [Dante](#) on Thu, 22 May 2003 17:58:41 GMT

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\*puts on sunglasses

"no one can be told exactly what RenEvo is... "

by definition...

RenEvo is the coalition of the Renegade Community members to improve the functionality and quality of the online and offline gameplay of C&C Renegade.

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Subject: RenEvo...

Posted by [KIRBY098](#) on Thu, 22 May 2003 18:12:38 GMT

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---

Dante\*puts on sunglasses

"no one can be told exactly what RenEvo is... "

by definition...

RenEvo is the coalition of the Renegade Community members to improve the functionality and quality of the online and offline gameplay of C&C Renegade.

Now if only you could change things like Neo can.

Maybe we could raise informational literacy in this community.

The answer is not having your own site dedication to downloading maps, and it isn't interviews on obscure things that no one has a clue how to do, and can't relate to.

Persistency, consistency, and dedication pay off. But without the proper channels to disseminate, and proliferate the information.....

All is lost.

That was why I posted the "Advertise REOL" topic here and on RenEvo.

I didn't see one anywhere, and thought it was important. I still don't see it, unless I know where to look. Nothing keeps it in the forefront of people's minds.

I have the utmost respect for Dante, and what he tried to do. I will miss the game, and the future that could have been.

---

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Subject: RenEvo...

Posted by [KIRBY098](#) on Thu, 22 May 2003 18:22:24 GMT

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Danteoh, i guess the 15 interviews on various fansites, the 18 hosted chats with over 30 people, the <http://www.planetcnc.com> support, n00bstories.com support, me posting it all over this forum, me posting it all over my forum, me posting it all over other forums, as well as hosting a the 2nd largest chat room for this community constantly updating them about items involving RenEvo, hosting REOL, BR .Net progressions, Custom Scripts.dll work, new game modes, ModX, RenEvo ladder etc.. didn't get told to anyone?

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anywayz, thats my rant for the day.

Did you ever consider that the sheer amount of things you were working on is what kept people from being able to keep up, and stay interested?

If you had worked one item, advertised it before it came out, then after it came out, people would have a common thing to talk about, and promote in chat. That's why Westwood only released items in patches once in awhile.

You can't work on 15 things at once, and expect anyone to keep track, and then when they never get finished because you are overtasked, they lose hope and interest.

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Subject: that makes absolutely no sense. seriously  
Posted by [Carl](#) on Thu, 22 May 2003 23:26:38 GMT  
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---

it doesnt. thats like saying that a game company should release a game peice by piece. get real.

---

Subject: RenEvo...  
Posted by [KIRBY098](#) on Fri, 23 May 2003 12:58:45 GMT  
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---

No Carl, it isn't.

Try to keep up here. It's releasing UPDATES piece by piece, so the community can get excited about one thing at a time, and has a chance to debate, debug, and Beta test each item.

If there are 15 new things, all in Beta, that never get released, the community tends to disregard your statements of:

"NEW AND IMPROVED! IT'S THE NEW MARRIED WITH CHILDREN MOD FOR RENEGADE!  
IT WILL BE RELEASED SOMETIME IN THE NEXT THREE MONTHS WHEN I HAVE TIME TO  
WORK ON IT, MAYBEE"

:rolleyes:

By releasing things in small portions, it gives us measurable things to get excited about, and future items to look forward to, while simultaneously giving you, the modifier the time you need to get real things done and be taken seriously.

---

Subject: RenEvo...  
Posted by [laeubi](#) on Fri, 23 May 2003 13:10:16 GMT  
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---

so you would liek to play a mod with some bugs, if you then must not wait untill it is nearly finished?

Hm, thats what I'm trying with the

---

Subject: RenEvo...  
Posted by [KIRBY098](#) on Fri, 23 May 2003 13:11:45 GMT  
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---

\*sigh\*

Another promise unfulfilled.....

Please delete your idiocy from a serious topic.

---

---

Subject: RenEvo...

Posted by [laeubi](#) on Fri, 23 May 2003 14:06:58 GMT

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your wrong. Feel free to remind me of my promise in a week and 3 day's.

---

---

Subject: RenEvo...

Posted by [Carl](#) on Fri, 23 May 2003 16:52:27 GMT

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so kirby you say br.net hasnt been released?

never seen a custom scripts.dll?

ok.

tell me, what good is the REOL ladder without REOL?

See, when everything you are working on is Integrally linked you CAN'T RELEASE them. You can only release what will stand on its own.

---

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Subject: RenEvo...

Posted by [KIRBY098](#) on Fri, 23 May 2003 17:38:11 GMT

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---

Then release products that stand on thier own.....

There is no need to overcomplicate things beyond functionality, and deliverability.

Blazeregulator revolutionized hosting.

BR net was a better mousetrap. Blazer didn't hold up releasing the regulator because something better was in planning. He got what worked out there.

The REOL ladder wasn't necessary, it was nice to have. What was needed was a functional replacement for WOL, since there was a high probability that WW was going to shut it down. The ladder could be added after.

Custom scripts DLL I don't know much about. I do know that to play the game, they aren't absolutely necessary.

Release what you have, fix it as it breaks.

---

---

Subject: RenEvo...

Posted by [StoneRook](#) on Fri, 23 May 2003 20:09:27 GMT

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There is no need to overcomplicate things beyond functionality, and deliverability.

Blazeregulator revolutionized hosting.

BR net was a better mousetrap. Blazer didn't hold up releasing the regulator because something better was in planning. He got what worked out there.

The REOL ladder wasn't necessary, it was nice to have. What was needed was a functional replacement for WOL, since there was a high probability that WW was going to shut it down. The ladder could be added after.

Custom scripts DLL I don't know much about. I do know that to play the game, they aren't absolutely necessary.

Release what you have, fix it as it breaks.

BR was released. BR.net followed - and if the host of the server can get BR running - they should be smart enough on how to get mod maps. BTW - did you know Dante coded that app? so consider that something RenEvo released.

Reol was released - but under used because some in this community didn't care for it -- "I went on last night - and only 5 people were there - so this sucks and I won't ever use it again" - so sways the community of the ill informed.

Custom Scripts - They are what allows the newer maps to have the nifty little features. as i stated - some of Aircraftkillers maps and RENALERT wouldn't be possible if it wasn't for them.

Sorry we didn't spoon feed you crappy pieces of software - maps that crashed/buggy or held your hand..



We figured most of the community would be mature enough to figure out that.

guess we were wrong, uh?

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Subject: RenEvo...

Posted by [KIRBY098](#) on Fri, 23 May 2003 20:17:10 GMT

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Yes, considering 90 % of them are 12 - 16 years old.

Br.net wasn't exactly an easy app to get going without tech support.

This isn't about Renevo releasing bad products. It's about poor marketing of good products.

Ack didn't kill REOL. Lack of interest from ill informed, tech illiterate gamers did.

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Subject: RenEvo...

Posted by [Carl](#) on Tue, 27 May 2003 20:20:16 GMT

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quit trying to blame people kirby. the only people to blame is everyone. for not hosting/downloading mod maps.

---

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Subject: RenEvo...

Posted by [Aircraftkiller](#) on Tue, 27 May 2003 21:19:44 GMT

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They're fan levels, not "mod maps."

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Subject: RenEvo...

Posted by [General Havoc](#) on Tue, 27 May 2003 22:14:50 GMT

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I thought it was "fan maps" before? Nevermind anyway. Depends really because you can't really call a modified version of canyon a "fan map" because they didn't make it so it would be a "modified map", which is short for "mod map".

Since April 2002 I have now got 472 mix format maps and 162 pkg format maps, some being my own test things but a lot of them are actual maps, I have nearly every map created that was released I think. Takes up a goof few gigabytes, some of them would have been very good if development had continued on them. Although some of them you can hardly believe were maps such as some terrain with teapots and high polygon spheres on it and some random DSAPO

objects and called a Deathmatch map.

\_General Havoc

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Subject: RenEvo...

Posted by [bigwig992](#) on Tue, 27 May 2003 23:08:35 GMT

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It's not much, but atleast once a week I host a 4-16 player server with nothing but fan maps. The maps are great, it's just that no one has them. I do get people in my server who ask "where can I get that map?". I tell them, and presto, one more fan, has one more fan map. I don't think the community is as bad as it was with downloading fan maps as it was 5-6 months ago, so, we're doing better in my opinion.

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Subject: RenEvo...

Posted by [Carl](#) on Wed, 28 May 2003 16:02:18 GMT

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AircraftkillerThey're fan levels, not "mod maps."

hmm... well bunkers is certainly not a fan level. its a mod map. and i also used the term mod map because anything not officially created by the company, and/or released by the company is generally termed a mod, wether that be just a new terrain with original presets, or a different set of presets.

the only real 'fan level' is glacier flying.

-kthnx

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Subject: RenEvo...

Posted by [KIRBY098](#) on Wed, 28 May 2003 16:29:42 GMT

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Carlquit trying to blame people kirby. the only people to blame is everyone. for not hosting/downloading mod maps.

I didn't blame anyone in particular, now did I?

Are you feeling guilty, Carl? Your "contributions" haven't exactly been revolutionary to Renegade. You are just the loudest whiner.

---

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Subject: RenEvo...

Posted by [SomeRhino](#) on Thu, 29 May 2003 05:37:25 GMT

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This is a long-shot and likely a product of sleeplessness, but here's an idea:

There are two places where nearly all Renegade players go: Gamespy Arcade and Westwood Online. If we convinced EA and GSA to put a link to some sort of Renegade Modification HQ with information about each Mod/Map in their MOTD, perhaps there would be more support by the community as a whole, and not just by those who visit a few Renegade sites once in a while. It would probably work, but it would be next to impossible to convince them to comply.

---

Subject: RenEvo...

Posted by [Aircraftkiller](#) on Thu, 29 May 2003 07:08:06 GMT

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CarlAircraftkillerThey're fan levels, not "mod maps."

hmm... well bunkers is certainly not a fan level. its a mod map. and i also used the term mod map because anything not officially created by the company, and/or released by the company is generally termed a mod, wether that be just a new terrain with original presets, or a different set of presets.

the only real 'fan level' is glacier flying.

-kthnx

Your ignorance shows too often... Perhaps you should wear a veil?

I don't even know how you can call Bunkers a "modified map" when you never even saw what had to be worked with... With your logic, any map is a modified map.

---

Subject: RenEvo...

Posted by [Carl](#) on Thu, 29 May 2003 18:17:15 GMT

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you modded the vehicle presets b00b..... lol

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Subject: RenEvo...

Posted by [Creed3020](#) on Fri, 30 May 2003 00:48:17 GMT

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Carlyou modded the vehicle presets b00b..... lol

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Exactly...

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Subject: RenEvo...

Posted by [Aircraftkiller](#) on Fri, 30 May 2003 07:22:52 GMT

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Carlyou modded the vehicle presets b00b..... lol

So? That doesn't mean it isn't a fan map.

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Subject: RenEvo...

Posted by [Ferhago](#) on Fri, 30 May 2003 08:38:53 GMT

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To me a mod map is a map in pkg format. But then again what do I know

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Subject: RenEvo...

Posted by [bigwig992](#) on Fri, 30 May 2003 11:38:54 GMT

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Damn Planet Side...Dante, I absouloutly hate the forums on renevo.

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Subject: RenEvo...

Posted by [\[REHT\]Spirit](#) on Fri, 30 May 2003 12:44:49 GMT

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bigwig992Damn Planet Side

My buddy would kill you for saying that.....help me steal his Dad's GeForce4 and my buddies PS account and CD and i'll show you why

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