
Subject: UPDATED2:coming soon to a Renegade near you
Posted by [Vitaminous](#) on Sun, 16 Mar 2003 23:26:25 GMT

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http://gg.glitch-designs.net aka Glitchy Gamers and the the 150th Batle Axe proudly annouce today the opening of his first Renegade on-line server of a capacity of 127 USERS!

The server will be opened sometime this week, until then, stay tuned!

If you have any suggestion about the rules and map rotation stuff, post em' here or on the Glitch.NET forums :

www.glitch-designs.net/forums

UPDATE:SPECS UNLEASHED:

2.4 ghz

dual p4 server

with OC-3

Subject: UPDATED2:coming soon to a Renegade near you
Posted by [Duke of Nukes](#) on Sun, 16 Mar 2003 23:31:05 GMT

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I'm sure a server named "Glitchy server" will attract alot of people...

Subject: UPDATED2:coming soon to a Renegade near you
Posted by [Vitaminous](#) on Sun, 16 Mar 2003 23:32:45 GMT

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rOfL

No, actually, it'll be called BAF-GG server

Get ready! , this will make j00r fps drop like hell lol. Jk.

Subject: UPDATED2:coming soon to a Renegade near you
Posted by [scrinstorm](#) on Sun, 16 Mar 2003 23:40:38 GMT

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127 players?

Who would want to play on a server that large?

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [LTKirovy](#) on Sun, 16 Mar 2003 23:46:55 GMT

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WOuld be nice to know every thing about this computer running the server. 127 people, major bad lag

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [\[sg\]theOne](#) on Sun, 16 Mar 2003 23:52:17 GMT

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Yes please do post the server specs...It makes me feel all warm and fuzzy to see high MHz

Plus we all want to make sure your not connecting you AMD 450mhz w/64mb RAM on an OC3 cnxtion.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Sun, 16 Mar 2003 23:56:06 GMT

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Gosh,I'm not the Owner.

The co-executive of G.NET is.

All I can't tell you is :

There will be no major lag.

127 is the server max.

The host isn't using his comp, he's using his webserver.

The worst could be FPS lag.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [KlashBash](#) on Mon, 17 Mar 2003 00:49:59 GMT

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Isn't that uneven?

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 00:55:57 GMT

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Oh, well the max will be 126 then,lol.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Yano](#) on Mon, 17 Mar 2003 01:37:28 GMT

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Awsome!

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Sk8rRIMuk](#) on Mon, 17 Mar 2003 09:43:02 GMT

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As long as there is a good ping i'm there ...

The bigger the better, I love big games although the vechile limit will annoy some people...

Can't wait

-Sk8rRIMuk

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Whitedragon](#) on Mon, 17 Mar 2003 10:09:19 GMT

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lol

Thats a little too big, think of the vehicle limit and many another problems from having so many players.

I think 2 50 player servers would be MUCH better.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Blazer](#) on Mon, 17 Mar 2003 12:22:58 GMT

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Whitedragonlol

I think 2 50 player servers would be MUCH better.

Agreed! :bigups:

Subject: hmmm

Posted by [playerap](#) on Mon, 17 Mar 2003 12:40:07 GMT

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yea thats way to bigg i prefer a 20-40 playa serv or sum were alogn those lines

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [NHJ BV](#) on Mon, 17 Mar 2003 14:42:23 GMT

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Is 56K allowed?

I'd rather have 6 20-player servers...

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [PiMuRho](#) on Mon, 17 Mar 2003 15:42:37 GMT

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We ran a 127 player server for the demo when it was released - it died at about 60 players because the CPU couldn't handle the load. Bandwidth wasn't a problem, but you're going to need an Uber-CPU and obscene amounts of memory to cope with that.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 20:55:44 GMT

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...Hehehe.

250...

The limit is 127 so hehe.

j00'r3 crazy

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [MeXadiaz](#) on Mon, 17 Mar 2003 21:48:16 GMT

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No, they meant two 50 player servers, look closer next time.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 22:32:42 GMT

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ah.

Btw, if you want to moderate it, apply here.

Alpha test tonight, to see if there's lag or not and stuff like that.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Jarhead](#) on Mon, 17 Mar 2003 22:37:11 GMT

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Just think you could have 4 engineers with each tank and still have plenty of ground troops. LOL....although, as someone has said 2 at 50 would be a much better.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 22:41:19 GMT

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Dang the ladder would go crazy LOL

We're thinking about events.

Ex:ACK's map night (gotta ask him first)

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 22:45:25 GMT

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WARNING:SERVER OPENING IN AROUND 20 MINUTES

Currently installing some stuff.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Vitaminous](#) on Mon, 17 Mar 2003 22:54:37 GMT

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Bah, I got some bad new, player limit is now 50, 127 would be bad for the server, and it was already pretty hard to deal to get one.

I hope that you can understand.

Subject: UPDATED2:coming soon to a Renegade near you

Posted by [Yano](#) on Mon, 17 Mar 2003 23:03:52 GMT

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AprimeBah, I got some bad new, player limit is now 50, 127 would be bad for the server, and it was already pretty hard to deal to get one.

I hope that you can understand.

Of course we do, 50 is big game any way
