
Subject: Important Renegade Information (well, some of it)

Posted by [Dante](#) on Thu, 11 Sep 2003 20:41:05 GMT

[View Forum Message](#) <> [Reply to Message](#)

Dante F.A.Q. v1.1

i guess i have to come with a frequently asked questions, since i get about the same stuff everyday in my email, PM, or IM...

so, here goes, in no particular order:

Do you know everything about Renegade?

No, i doubt anyone does, including former westwood employees. I have spent alot of my time figuring out and testing numerous things, probably moreso then alot of other community members.

I really wish that someone was as interested as me, then i could have someone to talk to rather then question me constantly about what i am doing or how i did it. (two brains have always been better then one) plus... my memory sucks

Did you make the custom Scripts.dll?

GOD NO, i don't have the kind of knowledge of C++ to be able to do that, i did however help test & write some scripts that are contained within the dll, i have spent alot of time trying to understand how it works, why it works, and how to build upon it to better the game.

When will RenEvo be done?

err, when i close the site? RenEvo isn't a finishable project, it is an ongoing community effort to better the playing experience of people that i have played Renegade with over the last year or more.

So uhmm, what is RenEvo?

RenEvo is Renegade Evolutions, it is the evolution of Renegade to a higher level, beyond everything that we know Renegade to be. It include software, support, Expansion Packs, etc...

But... But... PlanetSide????

Hey, screw you, i play other games too, i currently have a top 5 outfit made up mostly of current or previous players of Renegade, we have fun playing together, so what if i have a forum for my outfit on MY site.

OK, so how do i join RenEvo?

again, RenEvo isn't something, it is more like... a movement, if you want to be apart of the community and add your 2 cents here and there, then by all means, goto <http://www.renevo.com/forums/> and sign up and post up your thoughts and help.

Did you quit RenGuard?

Yes/No? this is a wierd subject, i have/had some trust issues with the client side programmer for Renguard, but, for the good of the community, and my wierd willingness to stick my nose in the middle of everything Renegade and help, i am trying to do what i can to help, if it means programming, np, if it means just inserting my knowledge into the project, np, if it requires me dancing naked on my head doing the toga dance, well... i might not do that... but we will cross that

bridge when it comes..

Could you model <insert wierd item here> for me?

No, no, and no... i don't model well, i actually kinda suck at it, i have dabbled with it, played with it, and can do somethings ok, but why are you asking me #1 to do something for you and #2 asking ME.

Can you do <insert script description here> for me?

Most likely yes, but PLEASE, send me a detailed report on how you want it to work where you want to attach it, and what it will do ON MY FORUM, i have a forum for a reason...

Did Blazer make BlazeRegulator .NET?

No, i programmed BlazeRegulator .Net from a concept that Blazer brought to me many months ago, and after toying around with some ideas, and adding alot of my own personal touches, i programmed BlazeRegulator .Net from scratch, with some help from the late TreyD and Ubertek.

>>This is a VERY frequently asked question

So uhhh, if you made it, why isn't it something like "DanteRegulator" or something?

Well, its basically this, i was given specs to a program that a friend asked me to make, he gave me freedom to make it as i wished, and we agreed that he name kinda sounded kewl, it IS Blazers concept, so having the name is only fitting.

<insert program name here> don't work, how do i fix it?

Sadly, with 99.999999% of programs, there are bugs, but without knowing how to fix "its broke", i can't help you, please READ the associated forum, then post the detailed problem, as well as what you did to make it go stupid, or if it just acts stupid, then post ALL settings for the program (usually in some cleverly name ini file) and then post your system information (OS, Service Pack, etc...) once again, read all threads associated to the program before you ask a question, the answer will most likely be there.

What happened to StoneRook?

He spontaneously combusted... j/k, StoneRook is still around, just not in as visible of a way due to the amount of crap that happens on the forums & the community, it is his choice to not deal with it, and i respect him in the utmost manner for it, if you NEED to contact him, he is available on the RenEvo forums.

OMFG, WHEN IS RENALERT COMING OUT!!!

As always said, when its done, we can only speculate times when it will come out (and have said "pending no major fuckups"), guess what, we had a major fuckup, it is fixed, and is being finalized for a public release, now, with this being said, remember 2 things, i have a life, i am a busy person.

When will RenAlert's site be back online?

Dunno, if you notice in the RenAlert forums, and on the previous members page for RenAlert, i am the scripter & expansion pack manager, not the web developer, i just provide the hosting.

>>Questions about me<<

smapage? sp00j? p00?

smapage is my stupid misspelling of spamage, sp00j is cum, p00 is shit... really not that clever, just words i use.

How old are you?

25

Your favorite quote that fits you?

"been around the world and found that only stupid people are breeding"

Are you married?

No

Trout?

/kick #renevo \$nick <-- i hate fishy food, but i do like fish.

Do you have a chat room?

yes, i frequent in #n00bstories on irc.n00bstories.com, and have my own chatrooms as well #dead6xpack and #renevo

Why are you rarely there?

Cause i work alot, not chat alot.

Do you work for EA?

no, no, no, no, not even westwood, or any other gaming company, actually, im a programmer for a local manufacturing company, i do mostly database applications, and some other applications to integrate into other software (Project2k, CNC Machines, Other Machines, Etc..)

What languages do you know?

I consider myself "fluent" in most languages, as they are all pretty similar in syntax and methodology, although, i primarily program in VB, VB.Net, html, ASP 3.0 (dabbling in .Net), and C#, although i have been known to play with C++, asm, php, perl, and java

>>Not a question, but something i see alot of the time...

Dante is a community leader.

No, i don't consider myself a community leader, i consider myself the communities goto guy if anything, i am just trying like everyone else to have fun with the game, and for me providing the information & programming that i do may be more fun to me then actually playing the game. I have on several accounts just looked at posts and go "why do they keep saying i am a community leader?", i just do what i can, and put forward what i have to offer. somethings are better left unsaid, some need to be addressed in appropriate manners.

So you play PlanetSide and Renegade... what else do you play?

Tried Generals, game play sucked, Age of Empires and Age of Mythology are probably my alltime favorites (in recent rts that is), SimCity4 for the hell of it, MOHAA (hey, i bought Renegade because it was advertised on this CD Case), Solitaire, Grand Turismo on PS2 <-- all time fav of ANY game.

What do you plan about the future?

ermm, tomorrow... i will probably wake up, yeah, wake up, then goto work (cause its friday and all), come home, maybe watch a movie... OHHHH you meant like after that, like the "future", dunno, i live one day at a time, what comes comes.

Dante, didn't i see you in <insert gaming community here>?
Dunno, Dante is as popular of an online nick as Tom is a name... sadly i have both

How did you get the nick "Dante".
Dante Allegheri, author of "The Inferno" and "Divine Comedy" most notably, plus it just sounds kewl.

Did you make your avatar?
No, as stated, im not a graphics guy, i couldn't draw a smiley face, its from some anime set of avatars, its called "maletiger.gif"

Well, thats all i can think of.... im sure there are more, hope that helps my new email list & PM list shrink, as i can't seem to reply to the needed ones fast enough

im not trying to give myself a big head, just trying to cutdown on the amount of questions i get asked, and lessen the amount of time for me to answer truly legit unasked questions.

Subject: Re: Important Renegade Information (well, some of it)
Posted by [NHJ BV](#) on Thu, 11 Sep 2003 21:22:05 GMT
[View Forum Message](#) <> [Reply to Message](#)

Dante(Cocoa IS her real name, stop asking)

Subject: Important Renegade Information (well, some of it)
Posted by [YSLMuffins](#) on Fri, 12 Sep 2003 03:59:17 GMT
[View Forum Message](#) <> [Reply to Message](#)

Subject: Important Renegade Information (well, some of it)
Posted by [Halo38](#) on Fri, 12 Sep 2003 10:46:44 GMT
[View Forum Message](#) <> [Reply to Message](#)

feels mysteriously enlightened

Subject: Important Renegade Information (well, some of it)
Posted by [Majiin Vegeta](#) on Fri, 12 Sep 2003 13:00:03 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:What happened to StoneRook?
He spontaneously combusted

i lmao when i read that

Subject: Important Renegade Information (well, some of it)
Posted by [bigejoe14](#) on Fri, 12 Sep 2003 16:29:27 GMT
[View Forum Message](#) <> [Reply to Message](#)

Quote:sp00j is cum

That's what I did when I watched that 600MB Half-Life 2 movie.

Nice F.A.Q. by the way.

Subject: Important Renegade Information (well, some of it)
Posted by [Griever92](#) on Fri, 12 Sep 2003 22:03:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Very informative,

How long that take to write up?

Subject: Important Renegade Information (well, some of it)
Posted by [Dante](#) on Fri, 12 Sep 2003 22:47:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

bout 5 minutes

Subject: Important Renegade Information (well, some of it)
Posted by [Majiin Vegeta](#) on Fri, 12 Sep 2003 23:25:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

bigejoe14Quote:sp00j is cum

That's what I did when I watched that 600MB Half-Life 2 movie.

Nice F.A.Q. by the way.

:crazy: keep away from me O_o

Subject: Important Renegade Information (well, some of it)

Posted by [brent3000](#) on Sat, 13 Sep 2003 21:54:54 GMT

[View Forum Message](#) <> [Reply to Message](#)

DanteWhen will RenAlert's site be back online?

Dunno, if you notice in the RenAlert forums, and on the previous members page for RenAlert, i am the scripter & expansion pack manager, not the web developer, i just provide the hosting. are they looking for hosting

Subject: Re: Important Renegade Information (well, some of it)

Posted by [Renx](#) on Sat, 13 Sep 2003 22:15:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

DanteDante F.A.Q. v1.1

>>Not a question, but something i see alot of the time...

Dante is a community leader.

No, i don't consider myself a community leader, i consider myself the communities goto guy if anything, i am just trying like everyone else to have fun with the game, and for me providing the information & programming that i do may be more fun to me then actually playing the game. I have on several accounts just looked at posts and go "why do they keep saying i am a community leader?", i just do what i can, and put forward what i have to offer. somethings are better left unsaid, some need to be addressed in appropriate manners.

I believe you are one of the nicest and most respected people in this community.

Subject: Re: Important Renegade Information (well, some of it)

Posted by [Titan1x77](#) on Sun, 14 Sep 2003 08:50:58 GMT

[View Forum Message](#) <> [Reply to Message](#)

RenxI believe you are one of the nicest and most respected people in this community.

Ditto...I fully appreciate the work youve done with Br.net and the scripts that you created for the custom scripts.dll

I got 1 question...what happen to blue islands,(think it was called that)The renegade map you were making?

Subject: Important Renegade Information (well, some of it)

Posted by [bigjoe14](#) on Sun, 14 Sep 2003 14:44:50 GMT

[View Forum Message](#) <> [Reply to Message](#)

Majin Vegetabigjoe14Quote:sp00j is cum

That's what I did when I watched that 600MB Half-Life 2 movie.

Nice F.A.Q. by the way.

:crazy: keep away from me O_o

What? It's perfectly natural for that to happen when you see something as beautiful as a 600mb Half-Life 2 movie. Isn't it?

Am I a freak? :crazy:

Someone has to be as excited as me about HL 2.
