
Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [StoneRook](#) on Tue, 04 Mar 2003 23:12:08 GMT

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Renegade Evolutions Online is an alternative to WOL/GS.

Updated Info in link -

REOL FAQ

thanks to Apache for making this post.....

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Crimson](#) on Tue, 04 Mar 2003 23:45:29 GMT

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You can get help with RenEvo by joining their IRC channel.

n00bstories.radiantx.net -- channel #RenEvo

mIRC users can click here

Or use the Java applet and select the #RenEvo channel.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Apache](#) on Tue, 04 Mar 2003 23:46:54 GMT

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Just so you guys know, it isn't nessessary to hit the revert button to return to standard WOL play, all you are required to go it go to Internet Play, then go to the side menu, choose My Information, and then under server, change it back to the WOL server of your choice. If you want to play on REOL once again, just do the same thing, but choose a REOL server of your choice.

For FDS admins, it is easy to convert your server to a REOL server with only one change in your FDS' Server.ini file.

Simply open Server.ini with Notepad, and replace the LoginServer= parameter to LoginServer=RE USA Server or LoginServer=RE Euro Server depending on where you live.

Then launch your server, and it will log into Titanium Blue / REOL and allow users of REOL to play on your server, just as they would on WOL.

You can contact the development team of Titanium Blue at <http://www.RenForums.com> or, as Crimson so kindly pointed out, you may join the development team on IRC.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [KIRBY098](#) on Tue, 04 Mar 2003 23:49:20 GMT

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Ahhhhhhhhh, thank you stone, and crimson. This is what the community needs. Communication, and information.

Thank you to the Renevo team for being so responsive. I look forward to the ladder, and ranking systems.

I will keep this bumped up top, if needed.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Gus](#) on Wed, 05 Mar 2003 04:48:39 GMT

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BTW, I think it's better for everyone, including EA, that all servers move to REOL NOW! Independence is the key for the success. Our community reached a lever that permits the game to survive and even grow up without EA support. Well, it's just my opinion.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Aircraftkiller](#) on Wed, 05 Mar 2003 07:19:43 GMT

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I honestly don't see a reason to use REOL. No one plays on it. The last time I was there, which was yesterday, it had six people and ten servers, nine empty.

The harsh reality is that WOL is the main choice, followed by GameSpy Arcade, then nothing else... Because no one seems to know, or care, about REOL or Renegade Evolutions.

Call me whatever you want, say I'm being such a mean person (As always.), I'm just giving you the facts here.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Sk8rRIMuk](#) on Wed, 05 Mar 2003 09:30:16 GMT

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I myself just think it is because there is no ranking system/buddy list as of yet, people really want these options, also the service is not well enough known yet...

But all will change soon enough, I Hope!!!!

-SK8rRIMuk

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Walrus](#) on Wed, 05 Mar 2003 10:58:54 GMT

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Played on REOL last night. There were only about 8 people on it and spread across six or seven games. I do like to play on REOL but I find the inevitable 1 on 1 game boring.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [StoneRook](#) on Wed, 05 Mar 2003 13:36:19 GMT

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Right.....

you also didn't see a need for VIS in "fan made" maps....

now you do....

imagine what you will need tomorrow...

Once again - this "ALTERNATIVE" to WOL/GS is fan supported - with your help - it will grow - without it - it will take a bit longer.....

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Majiin Vegeta](#) on Thu, 06 Mar 2003 00:40:43 GMT

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the more people think like you the more it will stay empty

and what was up with you bieing a jackass on our server the other night

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Posted by [Aircraftkiller](#) on Thu, 06 Mar 2003 00:59:47 GMT

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But the question still remains, StoneRook:

Why do we need a fan-supported service? We have Westwood Online. We have GameSpy Arcade. Neither of which will disappear for a very long time.

There is no real need for REOL. I understand that promoting it, as I have before, will make it live... Yet I have already and no one knows about it, still. There is only so much I can do, even if I am supposedly the most well known person around here.

The fact remains: You'll never get the word out. Players want what is easiest to access - Westwood Online. It's already there, doesn't require that you use some program that could do things you don't want it to do, and it doesn't require that you switch over to another unfamiliar service.

Perhaps no one thought that out carefully enough... Perhaps people have too many grand visions for a game that doesn't require them. I don't know, I just make maps.

My point here is that we don't need REOL. What purpose does it serve? The naysayers of WOL said it would die - yet it's still here and hasn't left us except for maintenance or server moves. It's been around for five or more years. WOL is the player's choice, followed by GameSpy Arcade, then followed by nothing else... Because REOL really isn't making any impressions in the WOL community.

It's sad, too. I'd like to see it survive, but your efforts would be better suited to working with BlazeRegulator, working on modifications and maps, and generally helping the community live by doing more work.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [Griever92](#) on Thu, 06 Mar 2003 01:04:29 GMT

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same, i highly doubt that WOL or GS will Disappear anytime soon, when they do though, i will most likely switch over to REOL, if it's still around then.

Subject: RENEGADE EVOLUTIONS ONLINE _ INFO INSIDE !!

Posted by [StoneRook](#) on Fri, 07 Mar 2003 13:46:45 GMT

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slap
