
Subject: Re: funny stuff from the Zer0BS server
Posted by [IronWarrior](#) on Tue, 13 Jun 2006 01:07:13 GMT
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mrpirate wrote on Mon, 12 June 2006 18:29IWarriors wrote on Mon, 12 June 2006 18:37mrpirate wrote on Mon, 12 June 2006 17:26No, I don't play on your servers. This is because I think the modifications you are running are silly. Perhaps your English is bad, but, to me, you just implicitly conceded that most of the players on your servers think the Harvester thing is stupid too, but don't let it bother them enough to stop playing there. And, honestly, if the switched Harvesters were the only modification, I wouldn't stay off your servers.

I suppose you didn't actually write the modification to switch the Harvesters, but if you ever come across the reason and have the opportunity, I'd appreciate it if you'd post the thought process behind that move, because I'm sure I'm not the only person curious.

I understand... You are one of them players who started to shoot your own hav just cause it had the enemy skin colours... then getting told the skins was changed and felt like a idiot, which as I seen, is not a new thing to you.

Would you like a small shiny metal box to play with`?

I would hate to be you, if you let such a little thing as this annoy you so much.

There's no need to resort to personal insults, and certainly no need to insinuate that I'm bad at Renegade when I'm actually very good.

I'm not really trying to attack you here, and while I'm curious about the Harvesters I thought I made it clear that they are not the sole reason I dislike your servers.

You don't have to be so defensive.

Well its hard not to be defensive on this forum, I think you can understand that, but as you replayed in such a gentleman manner, I will say sorry for me resorting to a lower level.

To be honest, I dont know why the hav and also the shotgunner skins was changed around, there could be a techial reason for it, am a newb at leveledit but I can understand reasons for using a gdi unit for nod and etc, but it could be the simple fact, that it was just for fun or something, I dont know.

I dont really see a problem with it, it doesnt really effect the gameplay but I have seen alot of n00bs start shooting their own units and havs thinking its the enemy...

I know alot of people dont like our mods, well the mods are not for everyone and it takes some time to get used to them, I confess, I didnt like it when I first started playing at the servers when they were known as the fanmaps clan, didnt take long for me to enjoy playing there as it soon become my home after the baja clan died.

I belive modding renegade is alot of fun and it gives people choices, if you wish to play a normal

renegade game, then there are servers for it, if you want something different, play at ours, in all, in whatever server you play at, we all have one thing in common, we love the game.

The mods on our server can effect the gameplay alot, like the deployable turrets, alot of new players like this and find it fun that they can buy these and put them around the base, where pro players like yourself and others find it hard to deal with and adapt to the new style of gameplay, I seen many players type in f2 chat "fucking turrets" and so on, but there are ways around them and it doesnt take long to destroy them to win the game.

The other major mod we run, is the new vehicle switchs we have added to the war and air, which has a prescribed vech added, you walk upto the switch and press action and a few moments later a transsport hail flys in and drops off a tank of your choice, cp1 or 2 is needed for this, this allow all players to buy themselves a vechile without needing to use the pt.

I find this awesome, its one of the best mods we have at the moment, saves time waiting at the pt for ages trying to buy a tank.

The other small mods is yes, a few gun/cannon and rockete emplacements around the map that players can use, they dont effect the game much, they got low armour and can be taken out easy, but they are useful to use, though I find it annoying that of newb players use them when they should be getting themselves a real tank or unit to use.. but they got their uses.

Then there is the refill points, little small disks around the map giving you full ammo when you walk though them, this is handy and would like to see this on more servers, its saves time going back to base to rearm.

There are more, like auto repair on our vechs, which repairs your unit slowly, not much.. 5 points every 10 sces or so, auto repair on buildings, smoke ladders and teleport spots on one of our maps, makes for a fast fun game..

Our players love it, some dont, like yourself, but you cant win them all, but its home.

What name do you use in renegade? I think of myself as a good player, I do all the things to help my team, donate money to players soon they join my team, If I have the money, repair buildings, mine right, repair things or people, work with others and so on and I try to work with other good players, as its the teamwork in the end that will win the game not hero crap.

Kamuix wrote on Mon, 12 June 2006 19:48If you think think those mods are stupid, Than you have not been in my server yet. In mine you can drive the harvs and steal enemy harvs.

Hmm, steal enemy havs, that sounds pretty cool, how does that work?, at the moment at our server, we been talking about being able to buy havs and drive them...

And, whats the name of your server`?
