Subject: New to the scene...
Posted by R00k1e on Thu, 03 Feb 2005 14:38:07 GMT
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Hey guys…I've always been a big fan of C&C games and recently installed Renegade on my computer. I played through the game with relative ease and decided to play online… Wow. Very addictive gameplay to say the least. I've only played for the past few days and I'm already hooked.

--I've noticed, on several occasions, players (mostly snipers) performing erratic strafing motions to avoid damage. Good tactic. But this kind of back-and-forth strafing is at an insane pace, and occurs while they're turning, running, etc. I could understand someone jamming on the left/right strafing keys, but what I see looks impossible. That, and they still get one-shot kills off while doing this. Is what I see some type of cheat, or just wicked reflexes and expensive equipment at home?

-- Also, these one-shot kills…I know high-powered rifles are just that—high powered, but some sniper taking me out at about 15 feet while we're both strafing and jumping around like morons? Come on. Moves like that only come with bots last I saw. My reflexes aren't that bad…are they?

-- Does WOL run/support any completely (Ren)guarded servers? Maybe some that people might just be playing on?

players, vote for map changes or…say…be able to reply to the blue one-on-one chat messages when they appear. Yeah yeah, laugh it up.

Any help would be much appreciated. Thanks for reading through this gibberish and letting me post here in the first place…

Subject: Re: New to the scene...
Posted by SuperMidget on Thu, 03 Feb 2005 15:02:14 GMT
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Quote:
-- Also, these one-shot kills…I know high-powered rifles are just that—high powered, but some sniper taking me out at about 15 feet while we're both strafing and jumping around like morons? Come on. Moves like that only come with bots last I saw. My reflexes aren't that bad…are they?

Yes, yes they are.
Quote:

-- Does WOL run/support any completely (Ren)guarded servers? Maybe some that people might just be playing on?

Yes, many WOL servers are 100% renguarded, meaning you need renguard to play on it. You just must have been in all the 'wrong' ones

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Subject: New to the scene...
Posted by Deathgod on Thu, 03 Feb 2005 15:17:56 GMT
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If you need some character info or general tips, check out my clan's site in my sig. Also check Tactics and Strategies forum, there's a lot of good info in there.

Subject: New to the scene...
Posted by tooncy on Thu, 03 Feb 2005 15:18:24 GMT
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Welcome to the community.

Quote: --I've noticed, on several occasions, players (mostly snipers) performing erratic strafing motions to avoid damage. Good tactic. But this kind of back-and-forth strafing is at an insane pace, and occurs while they're turning, running, etc. I could understand someone jamming on the left/right strafing keys, but what I see looks impossible. That, and they still get one-shot kills off while doing this. Is what I see some type of cheat, or just wicked reflexes and expensive equipment at home?

They are probably lucky. Lag is a problem in renegade, and collision detection is done on the client side of the server if I'm not mistaken, so when they shoot you, it could look weird on your end, but it would be completely normal on theirs.

Quote: -- Also, these one-shot kills…I know high-powered rifles are just that—high powered, but some sniper taking me out at about 15 feet while we're both strafing and jumping around like morons? Come on. Moves like that only come with bots last I saw. My reflexes aren't that bad…are they?

A headshot with a high powered rifle will kill you in one shot. Again, usually they just get lucky.

Quote: -- Does WOL run/support any completely (Ren)guarded servers? Maybe some that people might just be playing on?

Yes it does. There are quite a few full Renguarded servers out there.

Quote: -- Is there a complete in-game command list online that I could look at; Namely the

to nominate players, vote for map changes or…say…be able to reply to the blue one-on-one chat messages when they appear. Yeah yeah, laugh it up.

I'm pretty sure that someone put together a list of them. I think that if you open up the console and type help it will give you a basic list. As for nominations and donations, those can usually be done by typing the command into the F2 chat window.

To reply to the chat messages: Typing /r Insertmessagehere will send a message to the last person that paged you. If you wish to talk to somebody else, then use this format: /page playername message .

Subject: New to the scene...
Posted by Jecht on Thu, 03 Feb 2005 15:34:40 GMT
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welcome. Word to the Wise: people in this forum are extremely idealistic. If you say something they dont like, they will let you know about it, but at the same time, dont let this discourage you. Your opinion matters too after all.

Subject: New to the scene...
Posted by Weirdo on Thu, 03 Feb 2005 15:55:35 GMT
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Quote:--I've noticed, on several occasions, players (mostly snipers) performing erratic strafing motions to avoid damage. Good tactic. But this kind of back-and-forth strafing is at an insane pace, and occurs while they're turning, running, etc. I could understand someone jamming on the left/right strafing keys, but what I see looks impossible. That, and they still get one-shot kills off while doing this. Is what I see some type of cheat, or just wicked reflexes and expensive equipment at home?

I think this is mostly seen when the other player is zoomed in. It's a result of the network code. The person who is zoomed in doesn't actually notice it.

nominate players, vote for map changes or…say…be able to reply to the blue one-on-one chat messages when they appear. Yeah yeah, laugh it up.

Most servers run an IRC gamebot. Everybot has it's own special commands, and not on every server you can Recommend players, or vote for kick or maps.

An addition to what tooncy said. You can use /page username message like he said. But if the player is actually in the same game server , you can also use simply /username message.. Note

that username and message stanf ofcourse for the name and message.

And welcome to the community.

Subject: New to the scene...
Posted by tooncy on Thu, 03 Feb 2005 18:40:01 GMT
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Yeah I forgot to mention /username message .

Subject: New to the scene...
Posted by R00k1e on Fri, 04 Feb 2005 07:16:59 GMT
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Thanks for the help, fellas (ladies?). I'm grateful.

I'll see what I can do about those reflexes...

Subject: New to the scene...
Posted by Aircraftkiller on Fri, 04 Feb 2005 07:28:56 GMT
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The flickering with "snipers" (I use the term loosely as none have any real talent or skill) is because of networking code. The server thinks they're running, the client thinks they're walking. Scoped mode causes this. The result is a conflict and you see the flicker movement which is incredibly annoying and helps unskilled players shoot easily because they can't be hit very well... If at all.

This game is not realistic. If you want that, go play CS:S. It's a better game anyway. There is no accuracy penalty, nor is there any recoil. Jump, fall, run, walk, you will have the same accuracy no matter what you do. Yes, it's stupid.

WOL supports all servers.

Type F8 and type in "help" without the quotation marks. It will give you a list of commands, all of which are mostly useless with the exception of client_physics_optimization which improves framerates somewhat.

Subject: New to the scene...
Posted by m1a1_abrams on Fri, 04 Feb 2005 08:01:15 GMT
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Another point is that people who snipe regularly get very good at keeping the cross hairs at head level all the time. Both sniper rifles have a fast rate-of-fire, so you don't necessarily have to aim your shots exactly on target. If you practice enough at keeping the crosshairs approximately around the head area, you can quickly fire off enough shots that they will eventually walk into the bullet... and it only takes one hit to kill.

Subject: New to the scene...
Posted by Blazer on Fri, 04 Feb 2005 08:25:22 GMT
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Also keep in mind that Havoc and Sakura can kill a basic (free infantry) in a single shot, even to the body. Even if you are in close quarters and hopping around, they just have to have enough skill to lead you and hit you anywhere. Of course if you are a 1K character which has more armor then they have to hit you more than once, or headshot you. Some people mostly play sniper characters and are pretty skilled in leading someone and shooting in the head area.

Subject: New to the scene...
Posted by liberator on Fri, 04 Feb 2005 09:43:45 GMT
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other's, like me, are jokes at sniping(but I'm getting better) my hit ratio is 1/15 most of the time

don't forget the "fps" console command, it puts a little informational line in the right corner that displays framerate, ping, and transfer rate.

Also, don't take ACK too seriously, he's a bit of a prick.

Subject: New to the scene...
Posted by Aircraftkiller on Fri, 04 Feb 2005 09:57:22 GMT
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1. My name isn't ack.

2. What does it matter if I'm a "prick" or not so long as you understand me? :rolleyes:

Subject: New to the scene...
Posted by Sparrowhawk on Fri, 04 Feb 2005 11:14:39 GMT
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because you say useless things that mainly have no magor contribution to the topic

hey welcome hope you have fun and hope to cya in game R00k1e

Subject: New to the scene...
Posted by tooncy on Fri, 04 Feb 2005 14:54:03 GMT
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Quote: because you say useless things that mainly have no magor contribution to the topic

Does anyone else see the irony in this?

Subject: New to the scene...
Posted by SuperMidget on Fri, 04 Feb 2005 15:01:49 GMT
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Hey aircraftkiller, how DO those annoying snipers strafe so fast anyway? I'm curious, and possibly interested

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Subject: New to the scene...
Posted by liberator on Fri, 04 Feb 2005 17:02:47 GMT
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Oh, I forgot to mention something about Havoc/Sakura/Ramjets(sometimes you can pick one up from a weapon spawn, which some servers has as a mod).

In addition to killing basic(free) infantry with one shot, and advanced with 2. They're weapons are also highly effective against aircraft and light vehicles. Also, they out range the Mobile Artillery, which is stupid.

It's something of a sticky subject with some of us, because everybody recognizes that the Ramjet(hereafter refered to as the n00bjet or n00bcannon) is a over powered, hacked up weapon that is based on a weapon that the army deploys with 2/3 man teams(a 50cal anti-vehicle rifle) that must be fired from a prone or seated postion with the weapon firmly mounted to a bi/tri pod. One soldier can barely carry it, much less the 36 rounds of ammunition that comes with the Renegade version.

Also, there are a LOT of snipers in this community, far more than would ever be in a C&C battlefield even if you could build them, so try to stay of open unconfined spaces. I've made a request that at least the n00bjet be limited like the vehicles are. I've been in several games where a team(usually GDI), kills the Hand of Nod and the Airstrip, and then camps in their base while 9/10 of their team get ramjets to pad their score. It's really quite pathetic and borders on abuse.

Subject: New to the scene...
Posted by Dave Mason on Fri, 04 Feb 2005 17:22:47 GMT
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tooncyQuote: because you say useless things that mainly have no magor contribution to the topic

Does anyone else see the irony in this?

And this?

Subject: New to the scene...
Posted by Pendullum on Fri, 04 Feb 2005 22:09:49 GMT
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Become a master of the V button ingame and you can become a very good sniper if you have good hand-eye co-ordination.

Subject: New to the scene...
Posted by icedog90 on Fri, 04 Feb 2005 22:12:51 GMT
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Renegade is a good game overall, but the skill that is required is crap compared to CS:S.

Subject: New to the scene...
Posted by hunteroo2 on Fri, 04 Feb 2005 23:30:53 GMT
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icedog90 the skill that is required is crap compared to CS:S.

that is why i am good at it, it is easy *in caboose vioce*

Subject: New to the scene...
Posted by prox on Sat, 05 Feb 2005 00:44:24 GMT
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icedog90Renegade is a good game overall, but the skill that is required is crap compared to CS:S.

CS:S is pretty easy too .

Subject: New to the scene...
Posted by Jecht on Sat, 05 Feb 2005 04:09:09 GMT
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AirCraftKiller1. My name isn't ack.

Someones taking your credit then...

Subject: New to the scene...
Posted by greb on Sat, 05 Feb 2005 04:10:11 GMT
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In our clan server theres been a rise in newbies coming in and getting owned. This leads them to start accusing everyone and getting very mad and pissing people off. So just to warn you, theres some people in Ren that are very good at sniping and alot of cheaters that wish they could snipe. If you think they might be cheating dont start accusing people, page a mod ingame and stay calm because if you get riled up, im sure theyll kick you as well. Plus, newbies accusing everyone of cheating is annoying as hell.

Welcome to Renegade.

Subject: New to the scene...
Posted by Majiin Vegeta on Sat, 05 Feb 2005 04:33:37 GMT
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SuperMidgetHey aircraftkiller, how DO those annoying snipers strafe so fast anyway? I'm curious, and possibly interested

did he not explain that already?
or am i missing the point to this post?

here is a tip for newbies
there are players who have been playing this game for 3 years and a tiny bit longer(beta testers) now
they are good
expect to be killed fast and hard
do not start screaming his a cheater

if your on a half renguard server and you suspect somebody of cheating DO NOT scream it out in public, tell a moderator they can then watch this player without him knowing they are onto him which will make catching him ALOT easier
to find moderators on most servers type !showmods or !mods

do not cheat yourself obviously

never stand on the red circle on the airstrip

Subject: New to the scene...
Posted by R00k1e on Sat, 05 Feb 2005 12:08:57 GMT
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I'm liking this forum already. Did I mention this is my first forum, too? Yeah, 24 years on this earth and about 12 with a computer at-hand, and this is my first forum. Damned life getting in the way of my gaming…

Yeah, I've noticed A LOT of bitching on the servers, Renguarded or not. People complain about getting whacked ninja-quick and blame it on anything but skill. Then I attach a block of C4 to the same whiner while he's standing still for seconds on end.

Guess my skills are improving; I've been 'RG-checked' more than a few times by more than a few people already and at one point my rank was above ten. Not sure if that means a damned thing, though. I don't see any paid Renegade tournies starting up anytime soon…Anyway, look for entingh on the field, if you guys want to gang up and pick me off sometime, and then brag about it to my face later.

I know what you mean about the overpowered n00bjet. I once spotted for a guy at the range who

hair off. And trying to lift that thing empty was a task. Besides, at about $2+ a round, Sakura and Havoc with their 36 rounds should cost around $2500 base, and be limited to walking (or crawling).

Thanks again, all.

P.S.: I'll be sure to look for that damned ACK character who's stealing your identity, Aircraftkiller…