
Subject: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Thu, 18 Jan 2007 22:21:30 GMT
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Heya!

i have a spare box that im gonna be canceling at the end of the month which i think i will put to some use im going to be running a 127 player server untill i hit my b/w limit -- or SM takes down the box on 1st Feb

hostname will be something high -- 00/01 or maybe 04

server will be hosted on WOLSPY

and before people complain... i can almost guarnatee that this will lag! but heh.. its never been done before (as far as im aware) and i wanna try it

Subject: Re: Pushing Renegade to the limits!
Posted by [Aprime](#) on Thu, 18 Jan 2007 22:26:02 GMT
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... It has been done several times before, gg you fail.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Thu, 18 Jan 2007 22:26:56 GMT
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w-e lol i thought it had only been done up to 70ish

Subject: Re: Pushing Renegade to the limits!
Posted by [ReNeHiGh](#) on Thu, 18 Jan 2007 22:47:08 GMT
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Cool lee, Ill probably be in it, if my Gfx card dosent start acting up well yea, Hope it goes good..TTYL

Subject: Re: Pushing Renegade to the limits!
Posted by [luv2pb](#) on Thu, 18 Jan 2007 22:48:11 GMT
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People put those servers up all the time. I don't think anyone has ever come close to filling it though. I don't even think that is possible to play under those conditions.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Thu, 18 Jan 2007 22:48:19 GMT
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yup - one more customer to migrate off of the box and then i need to get the websites off and were good to go!

Subject: Re: Pushing Renegade to the limits!
Posted by [IronWarrior](#) on Thu, 18 Jan 2007 22:50:01 GMT
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If you can get some players in that server, should be fun, I will be happy to join, I miss them large games.

For the fun factor, add gobi - 100 players on that, LOL!

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Thu, 18 Jan 2007 22:50:48 GMT
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just a thought...

but what about 127 player sniper? or CTF?

Subject: Re: Pushing Renegade to the limits!
Posted by [jnz](#) on Thu, 18 Jan 2007 23:07:50 GMT
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127 player sniper! you would walk out of a building or something and die straight away

Subject: Re: Pushing Renegade to the limits!
Posted by [ReNeHiGh](#) on Thu, 18 Jan 2007 23:12:21 GMT
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I say, 127 AOW Server CCM, no SSAOW imported

Subject: Re: Pushing Renegade to the limits!
Posted by [Renx](#) on Thu, 18 Jan 2007 23:31:25 GMT
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Doesn't the FDS crash somewhere around 70?

Subject: Re: Pushing Renegade to the limits!
Posted by [JeepRubi](#) on Thu, 18 Jan 2007 23:51:34 GMT
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Well, I can host a server from my box, I have unlimited bandwidth at super high speed. (Business Internet) If we set up a date and time, then invite everyone we know, we might be able to get something going.

Subject: Re: Pushing Renegade to the limits!
Posted by [Tunaman](#) on Thu, 18 Jan 2007 23:57:12 GMT
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I remember non00bs had like 101 or something once.. I don't remember if they actually got to fill it or not.
You're gonna want plain AOW with standard maps or enough ppl prolly won't join, lol.

Subject: Re: Pushing Renegade to the limits!
Posted by [Blazer](#) on Fri, 19 Jan 2007 00:21:56 GMT
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Sadly bandwidth isn't the limiting factor (although Renegade probably uses more bandwidth than any other game made), CPU will be a problem once you go over 50 players. You can get 127 people in a game, but expect the SFPS to be about 5. Could be fun to join the lagfest and get in some good lag sniping though

Subject: Re: Pushing Renegade to the limits!
Posted by [JeepRubi](#) on Fri, 19 Jan 2007 01:18:28 GMT
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Well, then anyone with a nice A00 name, bandwidth and a box willing to host a server like this.

Maybe someone at the top of the list with an already popular server want to open it up to 127?

As it is now, I have a server ready to go, all I need is a decent a00 name.

Subject: Re: Pushing Renegade to the limits!
Posted by [Ryu](#) on Fri, 19 Jan 2007 02:44:16 GMT
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Not to spoil the fun here guys, But I don't think there is enough spawn point for 120 odd players.

Correct me if I'm wrong.

Subject: Re: Pushing Renegade to the limits!
Posted by [Cpo64](#) on Fri, 19 Jan 2007 02:50:51 GMT
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Doesn't it have a system where if no spawns are available you get the "game play pending" warning until one is?

Subject: Re: Pushing Renegade to the limits!
Posted by [Ryu](#) on Fri, 19 Jan 2007 02:52:14 GMT
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Cpo64 wrote on Thu, 18 January 2007 18:50Doesn't it have a system where if no spawns are available you get the "game play pending" warning until one is?

Yeah, you're most probably right there.

Subject: Re: Pushing Renegade to the limits!
Posted by [Kanezor](#) on Fri, 19 Jan 2007 03:31:38 GMT
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Cpo64 wrote on Thu, 18 January 2007 20:50Doesn't it have a system where if no spawns are available you get the "game play pending" warning until one is?
No, I do not believe this is the case. Instead, you will likely either spawn on top of someone else, or *IN* someone else. In the latter case, neither of you will then be able to move.

Subject: Re: Pushing Renegade to the limits!
Posted by [Cpo64](#) on Fri, 19 Jan 2007 03:50:46 GMT
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I have tested spawns, and they do have a logic not to allow something to be created when something is already there. I can only assume this is the case with player spawns as well.

Subject: Re: Pushing Renegade to the limits!
Posted by [nopol10](#) on Fri, 19 Jan 2007 08:43:33 GMT
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Not really, I've seen people spawn in each other in APB.

Subject: Re: Pushing Renegade to the limits!

Posted by [IronWarrior](#) on Fri, 19 Jan 2007 11:38:04 GMT

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There is enough spawns spots for everyone, you may start having problems if an entire team just dies all together, but still should be fine.

nopol10 wrote on Fri, 19 January 2007 03:43Not really, I've seen people spawn in each other in APB.

Thats APB, mods fault.

Subject: Re: Pushing Renegade to the limits!

Posted by [IronWarrior](#) on Fri, 19 Jan 2007 16:26:26 GMT

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IWarriors wrote on Fri, 19 January 2007 06:38There is enough spawns spots for everyone, you may start having problems if an entire team just dies all together, but still should be fine.

nopol10 wrote on Fri, 19 January 2007 03:43Not really, I've seen people spawn in each other in APB.

Thats APB, mods fault.

Would edit my post but the edit button is missing...

Anyways, I opened Level Editor today and looked at Field there are 29 spawn points all together for GDI and 20 spawn points for Nod.

If a server is 100+ 50 players per side, shouldnt be too hard.

Could always add more spawns in LE, doesnt take long to do.

Subject: Re: Pushing Renegade to the limits!

Posted by [CarrierII](#) on Fri, 19 Jan 2007 17:23:25 GMT

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ok, everyone here carry the news of the date and time to your respective communities, who said we were short of players?

waits for Nightma

Subject: Re: Pushing Renegade to the limits!
Posted by [Blazer](#) on Fri, 19 Jan 2007 17:41:58 GMT
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LOL...nice sig

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Fri, 19 Jan 2007 17:48:56 GMT
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i have an a00 name and itll be run under the RenUnderground name however blazer is right be prepared for uber-SFPS lag! lol

i might do 127 AOW for the first day or 2 and then try out 127 player sniper

i recon if we did 127 player CTF it would be pointless as the flag would never be captured -- as i dont expect alot of teamwork to go on here

tank limit will be set to 100 btw

Subject: Re: Pushing Renegade to the limits!
Posted by [Canadacdn](#) on Fri, 19 Jan 2007 18:00:47 GMT
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A CTF server would be the same as a sniper server, except with flags.

Subject: Re: Pushing Renegade to the limits!
Posted by [Blazer](#) on Fri, 19 Jan 2007 18:02:05 GMT
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vehicles cause a lot of lag (especially flame tanks)...if you made it inf only the SFPS would be better.

Subject: Re: Pushing Renegade to the limits!
Posted by [reborn](#) on Fri, 19 Jan 2007 18:45:31 GMT
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The only way i think you could feasably do it is with a really powerful dual xeon running on the LFDS, because afaik it is the only way to enable multi cpu processing on the one server. I might be wrong, i've never run a linux FDS, but I heard it does support multi threading.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Fri, 19 Jan 2007 19:06:58 GMT
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well ill try it out as AOW for a few days anyway - see how it runs

Subject: Re: Pushing Renegade to the limits!
Posted by [Herr](#) on Fri, 19 Jan 2007 19:48:42 GMT
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luv2pb wrote on Thu, 18 January 2007 22:48People put those servers up all the time. I don't think anyone has ever come close to filling it though. I don't even think that is possible to play under those conditions.

Icyy did it once and got it filled, seen some funny screenshots, like everyone typing aff. at the same time.

Subject: Re: Pushing Renegade to the limits!
Posted by [CarrierII](#) on Fri, 19 Jan 2007 22:33:42 GMT
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I like it too, had to take a SS of the post and replace the real contents with that due to the sig image limit, hopefully the drama will drop...

I'm a sloppy reader, is this up yet?

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Fri, 19 Jan 2007 22:45:33 GMT
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no - all customers are off the box now and just need to move websites now

Subject: Re: Pushing Renegade to the limits!
Posted by [\[DA\]Liz](#) on Fri, 19 Jan 2007 23:07:50 GMT
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may i ask when this will be hosted?

Subject: Re: Pushing Renegade to the limits!
Posted by [Caveman](#) on Sat, 20 Jan 2007 00:02:57 GMT
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[DALiz wrote on Fri, 19 January 2007 18:07]may i ask when this will be hosted?

Most likly tomorrow. 20th. I'm sure Nightma will update this page when he finishes moving the websites to another location.

Subject: Re: Pushing Renegade to the limits!
Posted by [Blazer](#) on Sat, 20 Jan 2007 09:35:15 GMT
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Anyone oldschool enough to remember the "Men of God" servers?

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Sat, 20 Jan 2007 09:51:28 GMT
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well ive just had theplanet switch of Hyperthreading on the server so that the FDS will use the entire processer

still moving websites - expect a server online today or tommorrow

lol @ Blazer - "Sniper on the overpass!"

Subject: Re: Pushing Renegade to the limits!
Posted by [Kanezor](#) on Sat, 20 Jan 2007 23:18:50 GMT
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Blazer wrote on Sat, 20 January 2007 09:35Anyone oldschool enough to remember the "Men of God" servers?
I remember constantly getting kicked off of those for smacktalk.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Sat, 20 Jan 2007 23:31:35 GMT
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putting this online now -- then im going to bed

EDIT: servername -- RenUndergroind :: BIG SHIT

Subject: Re: Pushing Renegade to the limits!
Posted by [Crimson](#) on Sun, 21 Jan 2007 00:11:34 GMT
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groind?

Subject: Re: Pushing Renegade to the limits!
Posted by [jnz](#) on Sun, 21 Jan 2007 00:29:55 GMT
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Rulez

Spelling/Grammar: This is a gaming forum, not literature. Keep the urge to correct to yourself. If it pains you so much to see someone misspell a word, miss a comma, etc., give them lessons in private because we don't want to see it on the forums. However, we would appreciate it if everyone's post was at least legible.

Subject: Re: Pushing Renegade to the limits!
Posted by [Crimson](#) on Sun, 21 Jan 2007 00:42:59 GMT
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No, until I looked at the server list, I thought he really called it that.

Subject: Re: Pushing Renegade to the limits!
Posted by [jnz](#) on Sun, 21 Jan 2007 00:53:05 GMT
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So Nightma12 has called all his servers RenUnderGround::<something> and this time he decided to misspell "Ground"

Subject: Re: Pushing Renegade to the limits!
Posted by [Crimson](#) on Sun, 21 Jan 2007 01:38:59 GMT
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I realize that... but since this a joke server I thought he was making a clever joke.

Subject: Re: Pushing Renegade to the limits!
Posted by [nopol10](#) on Sun, 21 Jan 2007 01:44:42 GMT
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I wonder what a 50 man Gunner rush would do to a building...

trooprm02 below:That was fast.

Subject: Re: Pushing Renegade to the limits!
Posted by [trooprm02](#) on Sun, 21 Jan 2007 01:45:16 GMT
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nopol10 wrote on Sun, 21 January 2007 09:44: I wonder what a 50 man Gunner rush would do to a building...

nothing obviously

Subject: Re: Pushing Renegade to the limits!
Posted by [jnz](#) on Sun, 21 Jan 2007 01:53:04 GMT
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Crimson wrote on Sun, 21 January 2007 01:38: I realize that... but since this a joke server I thought he was making a clever joke.

so at first you thought he really called it that. now you think it was a joke? i really didn't get that joke

Subject: Re: Pushing Renegade to the limits!
Posted by [MexPirate](#) on Sun, 21 Jan 2007 02:06:35 GMT
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gamemodding wrote on Sat, 20 January 2007 19:53: Crimson wrote on Sun, 21 January 2007 01:38: I realize that... but since this a joke server I thought he was making a clever joke.

so at first you thought he really called it that. now you think it was a joke? i really didn't get that joke

Christ shut the fuck up, nobody thinks you are clever.

Subject: Re: Pushing Renegade to the limits!
Posted by [Crimson](#) on Sun, 21 Jan 2007 03:38:37 GMT
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Why is this so hard to follow? I thought that since the server is a joke that he had intentionally changed the name to something similar to his community's name. Duh...

Subject: Re: Pushing Renegade to the limits!
Posted by [Tunaman](#) on Sun, 21 Jan 2007 07:01:53 GMT
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I dont think many people showed up.

Subject: Re: Pushing Renegade to the limits!
Posted by [fl00d3d](#) on Sun, 21 Jan 2007 07:31:42 GMT
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I think the highest number we had was like 52. A lot of people got impatient and left. If everyone would have stuck around for at least an hour or so and played a game or two (it was in marathon mode) then it probably would have tipped triple digits because we had hundreds of unique visitors on that particular [127 player] server today.

The box was a P4 that isn't suitable for large servers, but we had it spare and figured "what the hell". It starting breaking the 90% utilization mark around 45 players. 30 vehicle limit didnt help either, lol.

Tomorrow the a00000000 nick will probably be used for the scheduled RenUnderground :: Marathon server, so the 127 will come down.

Subject: Re: Pushing Renegade to the limits!
Posted by [puddle_splasher](#) on Sun, 21 Jan 2007 09:03:04 GMT
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IWarriors wrote on Thu, 18 January 2007 16:50If you can get some players in that server, should be fun, I will be happy to join, I miss them large games.

For the fun factor, add gobi - 100 players on that, LOL!

Looks like IW. needs somewhere else to play now that FM have lost there (new)super-noob server?

IW. you know where to find me.

Subject: Re: Pushing Renegade to the limits!
Posted by [JeepRubi](#) on Sun, 21 Jan 2007 12:33:06 GMT
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I would have been there if i knew it was happening. Well, its tommorow, so ill keep checking if its there.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Sun, 21 Jan 2007 16:08:18 GMT
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still online now

Quote:<R127-Bot> [NR] GDI: alexs2312; Diablo160; duke29609; Bigrossi7; bird1313; Arakoth; xtrask8er; takerfw; Trigasnip; Cagalli.Yula.Ahha; mcxstarxg; hk.Coffeetea; Foxx2k6; Birel28; aaron212; sepl015; birdy1962; dudeace; PlayMp1; gadget506; muratarum; BOBCAT181; shoeless2; generos; RRkiller; mrlocke; Codink
<R127-Bot> [NR] NOD: ATIMasta; Panzerbod; graafseal; Droolingsirbones; JinksKid; JeepRubi; kuinka5; staub1989; voodoo852; berta20; chben62; Budgiexd; youtube; spicy4u2; suntailha; t00badman; gadget508; Chinchillamaster; CloudSSj; FlintSout; Mercerinary-4-Hire; RenguardPlayer; P1Heinz; BUNNER420; navara07; tolken97; blade9867; HFzSk8tr
<R127-Bot> [NR] Total Players: 55/127

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Sun, 21 Jan 2007 16:23:29 GMT
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<R127-Bot> [NR] Map: C&C_Hourglass.mix || Time Remaining: Unlimited ||
<R127-Bot> [NR] SFPS: 9 || Avg. Ping: 281 || Avg. KB: 132 KB/s || B/W Usage: 8.558 MB/s ||
<R127-Bot> [NR] NOD Players: 32/63.5 75130 Points
<R127-Bot> [NR] GDI Players: 33/63.5 64258 Points

ew - look at that B/W usage!!! looks like i could hit my limit soon - ill take server down before then and putup a 127 player sniper just to try it out

EDIT: tank limit is set to 100

Subject: Re: Pushing Renegade to the limits!
Posted by [JeepRubi](#) on Sun, 21 Jan 2007 16:52:21 GMT
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ATIMasta is my little brother, and T00BadMan is my dad.

I was buying everyone flame tanks, yea it was fun.

Nightma12: Could I have your MSN or email? Just because after you run out of bandwidth, I could host it because i have unlimited bandwidth over here.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Sun, 21 Jan 2007 16:55:45 GMT
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it got to 75 players before everybody pinged out lol

Subject: Re: Pushing Renegade to the limits!
Posted by [R2Rynis](#) on Sun, 21 Jan 2007 17:00:55 GMT
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Well you always have a problem when GDI only has a Refinery left, and NOD Is Just Kill Whoreing... Lots of people will leave.

What Kind of machine you think would be able to run a 90 player game?

My machine i have one of my servers running on is AMD x2 4800+ with 3000mb of ram, although internet connecton speed is a big must to i know.

so 75 people? not bad, wish i was there

Subject: Re: Pushing Renegade to the limits!
Posted by [JeepRubi](#) on Sun, 21 Jan 2007 17:04:51 GMT
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It was great, but what happened? All of my family's computers including myne just crashed, and continued to crash every time we joined.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Sun, 21 Jan 2007 22:34:41 GMT
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who thinks i should make it a 127 player sniper?

-- we had a 20 player flame rush earlier on field sexy

Subject: Re: Pushing Renegade to the limits!
Posted by [JeepRubi](#) on Mon, 22 Jan 2007 01:40:17 GMT
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Nah, you wont fill up a sniper server, not many people i know like sniper servers.

Subject: Re: Pushing Renegade to the limits!
Posted by [IronWarrior](#) on Mon, 22 Jan 2007 02:38:13 GMT
[View Forum Message](#) <> [Reply to Message](#)

puddle_splasher wrote on Sun, 21 January 2007 03:03IronWarriors wrote on Thu, 18 January 2007 16:50If you can get some players in that server, should be fun, I will be happy to join, I miss them large games.

For the fun factor, add gobi - 100 players on that, LOL!

Looks like IW. needs somewhere else to play now that FM have lost there (new)super-noob server?

IW. you know where to find me.

Bah, FanMaps are still going strong.

But my new home is the GamerzOne servers, has been for about a year now.

What I would love to see on a 100+ or any server would be is the map to be Field, the team to be Nod, then 98% of the team to buy SBHs and sneak behide the enemy tanks who are attacking the Hand of Nod, then to open up firing from behide them, 25 or 50 lasers raping meds and mammys in seconds, would be fun.

Subject: Re: Pushing Renegade to the limits!
Posted by [Blazea58](#) on Mon, 22 Jan 2007 08:21:16 GMT
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internet fart

Subject: Re: Pushing Renegade to the limits!
Posted by [Blazea58](#) on Mon, 22 Jan 2007 08:23:14 GMT
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I am glad others are starting to adapt alot higher numbers into the servers because quite frankly i cant stand playing Aow with less then 32, and i prefer 50+. I think 127+ can run, and it would generally fill up once it hit 50 as more people see the shear number and want to see what its like.

The gameplay is really good, i was on a 100 person server a few weeks ago and it was highly stable and didn't crash a single time. The action is amazing, and the effects look awesome since you see 20 people using flame throwers at once etc.

On Field it was impossible to get a vehicle 10% out of the base area, it was funny to see everyone exploding in seconds even with hotwires repairing them like hell.

Here is some pics from that, i will be glad to see other servers putting up large amounts, i don't mind less fps for more players.

Subject: Re: Pushing Renegade to the limits!
Posted by [HaOsLsE](#) on Mon, 22 Jan 2007 16:19:25 GMT
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Hehe..Nice SS's, I like the last one. Shows how many ppl were actually running around and playing instead of joining and !AFK'n.

Men Of God servers were fun...cept the ghey kicks...for words like surfage or something like that...see "f.a.g." "Player has been kicked for language"....I think I remember ban after like 3 too...usually was on accident too. But nonetheless you had to wait your time.

Subject: Re: Pushing Renegade to the limits!
Posted by [Memphis](#) on Mon, 22 Jan 2007 17:01:15 GMT
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gamemodding wrote on Sat, 20 January 2007 20:53Crimson wrote on Sun, 21 January 2007 01:38I realize that... but since this a joke server I thought he was making a clever joke.

so at first you thought he really called it that. now you think it was a joke? i really didn't get that joke

Why are you trying to be the Renegade Forums post police?

You badly fail at this and I find this really really annoying. I don't think I am alone here either. On topic I have had quite a bit of fun on huge servers however you cannot really describe them as good games, just complete carnage.

Subject: Re: Pushing Renegade to the limits!
Posted by [jnz](#) on Mon, 22 Jan 2007 18:05:45 GMT
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Crimson shouldn't break her own rules.

Subject: Re: Pushing Renegade to the limits!
Posted by [Zion](#) on Mon, 22 Jan 2007 18:47:59 GMT
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Actually, you're braking them for trying to correct her.

Subject: Re: Pushing Renegade to the limits!
Posted by [jnz](#) on Mon, 22 Jan 2007 21:51:52 GMT
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How so?

Subject: Re: Pushing Renegade to the limits!
Posted by [Crimson](#) on Tue, 23 Jan 2007 00:30:09 GMT
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Maybe you should just realize that out of all people, I know the rules to the forums and even if I decide to break them, there's nothing you can do or say about it. However, I stand firm that I was NOT intentionally correcting his spelling.

Subject: Re: Pushing Renegade to the limits!
Posted by [luv2pb](#) on Tue, 23 Jan 2007 18:08:46 GMT
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The 21 n00bs you had in the server last night sure took Renegade to the limits! Good job my friend -- you should be proud!

Subject: Re: Pushing Renegade to the limits!
Posted by [Tunaman](#) on Tue, 23 Jan 2007 20:06:09 GMT
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Thanks for insulting someone for trying to set up a fun event for the ren community.

Subject: Re: Pushing Renegade to the limits!
Posted by [Canadacdn](#) on Tue, 23 Jan 2007 20:23:20 GMT
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Keep this topic on track.

K?

Subject: Re: Pushing Renegade to the limits!
Posted by [luv2pb](#) on Tue, 23 Jan 2007 22:07:25 GMT
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It was a simple observation.

Subject: Re: Pushing Renegade to the limits!
Posted by [Nightma12](#) on Tue, 23 Jan 2007 22:14:21 GMT
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we had 85 players the other day
