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Subject: RenHelp.net dedicated server

Posted by [Oblivion165](#) on Thu, 06 Dec 2007 16:02:17 GMT

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I'm running a trial server that is 100% user maps, the standard Renegade maps are not even in the rotation. Currently it using v1.0 of the RenHelp map pack that will be required to play:

<http://www.renhelp.net/index.php?load=Server&>

(Server name: RenHelp.net Server pack 1.0)

It's just a trial for now, if it gets used I'll keep it around. Some of you might still care about fan maps and not all this server side stuff.

I am using BIATCH.

EDIT:

Also if you are playing and the server crashes please tell me the map so i can move it out of the rotation

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Subject: Re: RenHelp.net dedicated server

Posted by [sadukar09](#) on Thu, 06 Dec 2007 16:04:05 GMT

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Whee ^\_^ Nice job. I'll try and play when I get home.

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Subject: Re: RenHelp.net dedicated server

Posted by [IronWarrior](#) on Thu, 06 Dec 2007 20:19:26 GMT

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Cool.

Have you set up a IRC channel for this?, if so, I come idle. ^^

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Subject: Re: RenHelp.net dedicated server

Posted by [Oblivion165](#) on Thu, 06 Dec 2007 20:21:52 GMT

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Nope nothing like that, just giving it a trial to see if it will even be used.

If so then i'll go about and do that.

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Subject: Re: RenHelp.net dedicated server  
Posted by [Ryu](#) on Thu, 06 Dec 2007 20:26:24 GMT  
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Oblivion165 wrote on Thu, 06 December 2007 14:21Nope nothing like that, just giving it a trial to see if it will even be used.

If so then i'll go about and do that.

Team Fortress 2.

Do it.

After trail & error, of course.

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Subject: Re: RenHelp.net dedicated server  
Posted by [Viking](#) on Thu, 06 Dec 2007 21:05:56 GMT  
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If it gets popular I might find it a reason to make a map I have been thinking of.

With gunboats.

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Subject: Re: RenHelp.net dedicated server  
Posted by [luv2pb](#) on Thu, 06 Dec 2007 21:31:19 GMT  
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It is very tough to get a server like that going. Good luck.

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Subject: Re: RenHelp.net dedicated server  
Posted by [Oblivion165](#) on Thu, 06 Dec 2007 23:31:30 GMT  
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luv2pb wrote on Thu, 06 December 2007 16:31It is very tough to get a server like that going. Good luck.

Thats why I'm letting the community decide, I won't be hosting a dead server any time soon

@ Ryu Been there, done that.

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Subject: Re: RenHelp.net dedicated server  
Posted by [Ryu](#) on Fri, 07 Dec 2007 01:45:14 GMT

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Oblivion165 wrote on Thu, 06 December 2007 17:31  
@ Ryu Been there, done that.

Why didn't you tell me?

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Subject: Re: RenHelp.net dedicated server  
Posted by [Oblivion165](#) on Fri, 07 Dec 2007 01:51:17 GMT  
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I talked about it quite a bit around here, even made a guide.

<http://steamcommunity.com/id/oblivion165/stats/TF2>

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Subject: Re: RenHelp.net dedicated server  
Posted by [Viking](#) on Fri, 07 Dec 2007 03:50:32 GMT  
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OMG DOUBLE POST OMG OMG OMG!

END OF ZE WORLD!

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Subject: Re: RenHelp.net dedicated server  
Posted by [Oblivion165](#) on Fri, 07 Dec 2007 04:08:56 GMT  
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\*cough\*

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Subject: Re: RenHelp.net dedicated server  
Posted by [Ryu](#) on Fri, 07 Dec 2007 09:50:25 GMT  
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Oblivion165 wrote on Thu, 06 December 2007 19:51 I talked about it quite a bit around here, even made a guide.

<http://steamcommunity.com/id/oblivion165/stats/TF2>

Ah..

I'm kicking your butt with the Personal achievements!  
<http://steamcommunity.com/id/BI4ckDmon/stats/TF2>

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