
Subject: Re: The Pointsfix and the Game Listings
Posted by [Goztow](#) on Tue, 06 Oct 2009 11:33:01 GMT
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I suppose one of the key elements in this whole discussion would be "how long will the interim period last". It's blatantly obvious that some very long lasting communities have died or are on the brink of dying and other very new communities are flourishing, because of the a00 nicknames. The fact one person/community can decide about the flourishing or dying of long lasting communities in Renegade is indeed worrying, but it has been so, and we've lived for it, for the last years.

I'm thinking of black-cell, MP-gaming and many other communities. Ironically the communities that are flourishing today, doing so at the expense of those examples, are all using game server tools that have been created by e.g. black-cell (SSGM), MP-gaming (reborn released multiple scripts), BI (BIATCH), ... I find it personally very ironical that BlackIntel's request for a higher nickname got denied while the people owning the nicknames are using BlackIntel's work to protect their servers from cheaters (BIATCH). But hey, I suppose we all have our reasons.

We all know that this "problem" can - until TT makes its way to be an official patch - only be solved by jelly himself. He made his POV very clear a while ago, so I'm not sure at all what Spooky wants to accomplish with this topic. It won't bring any results. It just has the merit of stating the obvious - again.

And before someone comes up with it: I'm not objective on the matter myself. I'm using a more or less high a0 nickname for TK2 community (a0000000b, not owned by Jelly BTW) and I've been in a conflict with Jelly in a far away past about a0 as well. But I still like to express my opinion on the matter (in a civilized way).

Last but not least: bringing multiplayer practice into this whole debate is probably one of the worst choices u could make, Telly... seriously...
