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Subject: Re: Jelly

Posted by [iRANian](#) on Wed, 09 Sep 2015 12:18:26 GMT

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Xpert wrote on Sat, 05 September 2015 16:48 Jelly's downfall was because the admins and seniors were never around. And when they were, they kept making decisions based on their opinions alone and not the opinions of the people who actually play on the server. They kept trying to keep the server as close to "vanilla" as possible but that wasn't popular anymore with the direction Rencorner and MPF was going. Great ideas of people who played there were always getting turned down or looked the other way.

The server also had a terrible rotation. When new maps were added, it made it worst. We got crappy maps like Arid and Creekdale added to the rotation that killed the player counts instead of going with maps that were similar to Uphill and Tomb that people enjoyed.

There were never any moderators and for over 6 years, Jelly never had an application system. It was only implemented when the server was on its last breath and by then it was pointless. Promotions were handed out to current staff just out of desperation to keep those people having the server active while the seniors and admins were never around to participate in the server's needs. Anyone who willingly offered help got denied or never took into consideration. It was our home just as much as it was the players but in the end, our opinions didn't matter despite the constant polls and debates on the forums that were just pointless and false hope just like the Field laser wall idea. It made no sense as to why the people who never even play this game anymore, had a say in what happens to the server. Even behind the scenes in private discussions, all the admins lost interest but yet still had the final say in what happens with the server.

I joined the Jelly team when it was still going when liquid was still an admin of it and I wanted to take part in server upgrades with raven. In time, raven became inactive and liquid also stepped away from it. Eventually I was keeping the server up to date but with very limited access and can only apply such updates when an admin was on. Ethenal and Scruffy kept blaming my stuff for the lag issues of Jelly when it wasn't even my stuff causing the problems. When I left the team, they eventually took my stuff out and in the end, the server was still laggy and unplayable. It drove people away to the point where Jelly was no longer the most active server of all hours of the day.

Creekdale and Arid sucked bad yes and they killed player count too.

It was funny how your server was running your software without the server hanging whenever someone spawned (the SFPS issue), even after playing for hours with 24 players kek.

Most of the junior moderators were completely retarded. Another thing is that most players were European yet the server was hosted in the US.

Most of the things suggested were made by people who didn't play and the whole keeping the server original thing was kinda comical considering the server was heavily modded and had some retarded stuff like the crates granting vehicles within the first 5 minutes of the match on a 0 starting credits server. Rotation was already pretty bad (about 2 rush maps for every BD map), which caused more players to leave. You'd have 36 players at the end of a BD map, then 28 at the end of the first rush map and than 20 players at the end of the second rush map. The server

always filled up on BD maps and emptied out on rush maps. Then of course the server was running C&C\_City and C&C\_Hourglass.

With the lag issue fixed, the server moved to Europe, the 549857394854 shitty rush maps removed and some other stupid shit fixed like the vehicle crates at the start of the map the server would still be filling 50 players easily today. I stopped playing because of the ridiculous lag.

The maps UnitXc made sucked too, especially Field2 which was hilariously Nod biased). He made the hills on the map larger so tanks couldn't cover behind the hill so Nod Arties with techs on them would almost always win against everything. Though Field2 was a lot of fun to play because it was so comically.

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