Subject: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 03:00:10 GMT
View Forum Message <> Reply to Message

So, I just wanna have everyone take the time to post what their problem is with St0rm.net.

You can flame and insult me all you want, but all I ask is you provide a reason for your insults and attacks and back it up.

So, go ahead.

Tell me whats wrong with my community so that I may attempt to change it for the better and maybe have a chance to change your mind about us.

(If your reason involves being banned or the way we handled a ban please note that you can't really judge us on that due to the fact that catching cheaters and banning people there is always a risk you can ban someone who is innocent.)

(I also ask that if a staff member did something to you please understand that though St0rm.Net staff do represent St0rm.net in a way, I can't control other humans actions and I can only apologize for it and try to make it right.)

(If a moderator or staff member was caught cheating and doing something like attacking another community or hacking note this: This is the internet, we can only put so much trust into someone and you will never know if they are truly telling you the truth or not.)

I also want to acknowledge that yes, at one point in the past I was an immature kid and didn't handle situations well. Times have changed, stop living in the past. Give me a chance to prove to you that things are different, not that I need your acceptance but it would just make life easier for me.

So please, let me know now.

Subject: Re: St0rm.Net
Posted by liquidv2 on Mon, 05 Sep 2011 04:12:44 GMT
View Forum Message <> Reply to Message

some people feel like st0rm is renegade with training wheels
some people feel the mods don't know what they're talking about
other people are MDKENGLAND and on a mission to see you burn at the stake

i think st0rm has a somewhat militaristic hierarchy and that forcing the members to be on teamspeak and do other things keeps them involved and informed - there are pluses and minuses

to that

i don't like that a marathon game can be won by a vote, especially when it's by points
a team can be down a building but have more points and win, which seems silly

despite what people think st0rm puts out a product that creates an inviting atmosphere to a large
percentage of renegade, which is why its ren servers still prosper after all these years
if it were truly a terrible place or half as bad as some people believe it would have fallen to pieces
long ago

i haven't the slightest idea why you made this topic but how's it going

---

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 04:22:04 GMT
View Forum Message <> Reply to Message

liquidv2 wrote on Sun, 04 September 2011 21:12some people feel like st0rm is renegade with
training wheels
some people feel the mods don't know what they're talking about
other people are MDKENGLAND and on a mission to see you burn at the stake

i think st0rm has a somewhat militaristic hierarchy and that forcing the members to be on
teamspeak and do other things keeps them involved and informed - there are pluses and minuses
to that

i don't like that a marathon game can be won by a vote, especially when it's by points
a team can be down a building but have more points and win, which seems silly

despite what people think st0rm puts out a product that creates an inviting atmosphere to a large
percentage of renegade, which is why its ren servers still prosper after all these years
if it were truly a terrible place or half as bad as some people believe it would have fallen to pieces
long ago

i haven't the slightest idea why you made this topic but how's it going

1. Please explain a bit more what you mean by Renegade with Training wheels?
2. I can understand why you feel that way about the mods, half the time I feel like they have no
clue either. The best I can do is work on them and ride them harder to be better at their job.
3. MDK has mental issues.

4. We do not force our members to be on Teamspeak, just our Moderators when they are in
game, the 100+ people that sit on the teamspeak are from other games and also renegade.

5. The problem with a marathon game is I have seen them go on for 6 - 7 hours, When 4.0 is fully
released the poll gameover will be removed.

6. I am good, Just feel like getting some feedback.

Also @GEORGE ZIMMER Thank you for at least replying. Show me you took the time to troll me or attempt to.

Regards,

Wilo S.

Subject: Re: St0rm.Net
Posted by slosha on Mon, 05 Sep 2011 04:31:14 GMT
View Forum Message <> Reply to Message

Um, I'm not into the whole Renepolotics, but when I was a regular there in probably 2008-2009, I fucking loved your server. The new maps server was the shit. Plus, I loved the weapons plug-ins and ranking system you guys had.

Too bad my rank got reset >:

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 04:34:12 GMT
View Forum Message <> Reply to Message

Glock wrote on Sun, 04 September 2011 21:31Um, I'm not into the whole Renepolotics, but when I was a regular there in probably 2008-2009, I fucking loved your server. The new maps server was the shit. Plus, I loved the weapons plug-ins and ranking system you guys had.

Too bad my rank got reset >:

Well I am glad to hear that, its sad I have to sometimes wipe the rank, but that prob wont happen again, and with scripts 4.0 I hope to expand with my AOW and making it more AOW based but with New maps and More features to balance the game.

Regards,

Wilo

Subject: Re: St0rm.Net
Posted by liquidv2 on Mon, 05 Sep 2011 04:39:19 GMT
View Forum Message <> Reply to Message

Quote:1. Please explain a bit more what you mean by Renegade with Training wheels?
1000 starting credits, extra credits a second, faster harv with increased load
turrets everywhere, upgrades people can buy with commands, parachutes, all kinds of things that make people feel like benny hill music should be playing
it makes some people happy but not everyone

Quote:2. I can understand why you feel that way about the mods, half the time I feel like they have no clue either. The best I can do is work on them and ride them harder to be better at their job.
i didn't say i feel that way, i'm just letting you know what i've heard and impressions i've gotten from what other people have said

Quote:3. MDK has mental issues.
he should probably be behind bars, or possibly caged

Quote:4. We do not force our members to be on Teamspeak, just our Moderators when they are in game, the 100+ people that sit on the teamspeak are from other games and also renegade.
makes sense, and they're not forced to talk or anything

Quote:5. The problem with a marathon game is I have seen them go on for 6 - 7 hours, When 4.0 is fully released the poll gameover will be removed.
is that not the point of a marathon? the longest your games go is an hour if the polls get postponed 15 minutes (since they start at 45)

Subject: Re: St0rm.Net
Posted by zeratul on Mon, 05 Sep 2011 05:00:15 GMT
View Forum Message <> Reply to Message

From my experience i have no problems with St0rm

Subject: Re: St0rm.Net
Posted by Cronus on Mon, 05 Sep 2011 05:04:03 GMT
View Forum Message <> Reply to Message

I don't really have any serious problems with st0rm. Its mostly the staff there.. I hate how some of them seem to revolve their life around st0rm.net they talk about it like that... "St0rm.net" They get stressed over things happening there... I just don't think they should get stressed over a Community. People should be grown enough to have fun without stressing folks out. And them some staff I think are blatant idiot retards but then again they usually arent american   SO idk that might be just how it is overthere lol Others i love like my secret lover FreakySt0rm. The strictness is a bother, i think thats what liquid was trying to say.. The militaristic atmosphere is what makes me unsettled. I like Wilo and hes cool hes like me in some ways. But some of his staff arent great, but i get along with most of them for now.

Subject: Re: St0rm.Net
Posted by shaitan on Mon, 05 Sep 2011 05:25:17 GMT
View Forum Message <> Reply to Message

Wilo wrote on Sun, 04 September 2011 22:22
4. We do not force our members to be on Teamspeak, just our Moderators when they are in game, the 100+ people that sit on the teamspeak are from other games and also renegade.

ahem
Might want to add something to that.."or if it's shai not wanting to be on TS that particular second out of the day".

[17:02:13] -irc.exoduscommunity.com- *** You are permanently banned from Exodus (no reason)
[17:02:13] Closing Link: shaitan[c-24-131-88-117.hsd1.pa.comcast.net] (User has been permanently banned from Exodus (no reason))
[17:02:13] * Disconnected
Session Close: Mon Aug 01 17:02:13 2011

Carry on.

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 05:31:54 GMT
View Forum Message <> Reply to Message

shaitan wrote on Sun, 04 September 2011 22:25Wilo wrote on Sun, 04 September 2011 22:22
4. We do not force our members to be on Teamspeak, just our Moderators when they are in game, the 100+ people that sit on the teamspeak are from other games and also renegade.

ahem
Might want to add something to that.."or if it's shai not wanting to be on TS that particular second out of the day".

[17:02:13] -irc.exoduscommunity.com- *** You are permanently banned from Exodus (no reason)
[17:02:13] Closing Link: shaitan[c-24-131-88-117.hsd1.pa.comcast.net] (User has been permanently banned from Exodus (no reason))
[17:02:13] * Disconnected
Session Close: Mon Aug 01 17:02:13 2011

Carry on.

You applied for moderator full well knowing that you have to be on teamspeak while in game, you didn't want to do this and created a massive amount of drama.

After you insulted all my users we banned you for a day.

Bring all the facts next time.

Subject: Re: St0rm.Net
Posted by shaitan on Mon, 05 Sep 2011 05:55:01 GMT
View Forum Message <> Reply to Message

I was being sarcastic...but I can if you prefer.

Subject: Re: St0rm.Net
Posted by Spyder on Mon, 05 Sep 2011 06:52:37 GMT
View Forum Message <> Reply to Message

1. The backups suck and ruin the entire gameplay.
2. The turrets suck and turret spam is a huge problem. (Especially when beacons are placed underneath them)
3. The army received at the start of a new map is bullshit because no-life players are being rewarded, while casual players are getting a disadvantage over them. Also this makes the game too easy.
4. Your moderators are a bunch of douchebags. They can't take criticism and mute you for doing so.
5. You try to run 3 servers, while only 1 of them is actively played on and is very laggy (sfps drops which can probably be solved by taking down the less-populated server).
6. Mods banning from IRC without knowing what the in-game situation is.
7. Rank system is shit, just allow everyone to buy weapons, not only the no-life players.
8. Your community is not very inviting to new players as you do not listen to them. If a new player suspects a st0rm regular of "cheating" he is most likely told: "He's not cheating, he's been here for a long time."
9. Your community is not flexible, it's not very open to suggestions from outside.

I can add more, but I'll leave it to this for now.

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 07:16:33 GMT
View Forum Message <> Reply to Message

Spyder wrote on Sun, 04 September 2011 23:521. The backups suck and ruin the entire gameplay.
2. The turrets suck and turret spam is a huge problem. (Especially when beacons are placed underneath them)
3. The army received at the start of a new map is bullshit because no-life players are being rewarded, while casual players are getting a disadvantage over them. Also this makes the game too easy.
4. Your moderators are a bunch of douchebags. They can't take criticism and mute you for doing

so.
5. You try to run 3 servers, while only 1 of them is actively played on and is very laggy (sfps drops which can probably be solved by taking down the less-populated server).
6. Mods banning from IRC without knowing what the in-game situation is.
7. Rank system is shit, just allow everyone to buy weapons, not only the no-life players.
8. Your community is not very inviting to new players as you do not listen to them. If a new player suspects a st0rm regular of "cheating" he is most likely told: "He's not cheating, he's been here for a long time."
9. Your community is not flexible, it's not very open to suggestions from outside.

I can add more, but I'll leave it to this for now.

1. They are an aspect to the game that some players like, as there are many renegade servers still out there that offer a "Original Feel" to the game you can always play there. I am trying to get players who want a different aspect of the game, its like if people came from my server and said: "Your server doesn't give enough stuff to the players, you don't reward people who have played for a long time, you don't do this and that". Not every server is supposed to be the same, I respect that you don't like the features but you also don't have to play in the server.
2. Beacons have been blocked from being under turrets for a while now and the Turret spam has been resolved and limited to 3 Turrets at any time on the map per team. When you have a 25 vs 25 going on they don't last that long. Also please see 1.
3. The Stipends are to reward our users for playing, it's also an incentive to get players to play more and earn a higher rank and more items. I do admit the rank system needs an overhaul big time and I will do doing that with 4.0 coming out.
4. If you can please find me an instance where they muted you for voicing your opinion that is against our policy, but it is not against our policy to mute someone who is flaming and causing a drama in a topic and not handling it like a mature adult. I do take responsibility for my staff actions but please note I can't be everywhere at once and I have a lot to deal with as St0rm is not just Renegade. I also maintain a job at a high level career position as a Project Manager for a Construction Contractor Firm. This does not excuse my responsibilities as a community leader but it does hinder my ability to manage a lot of smaller issues. I do try to surround myself with a good staff so that they can assist but you have to understand it's hard to find good help.
5. I do run 3 servers and they do not lag because of each other. The main AOW still has shitty code from SSGM 2.0.2 that I wrote and never fixed, this causes many memory leaks and issues, and with SSGM 4.0 coming out I have not bothered to fix it. I have 8 cores all handling different games, 1 per a core. I am sorry if the server lags but its not going to be solved by shutting down 2 other servers. I will say this that I will be ceasing support for the Co-Op and Ultra server shortly and switching to a pure AOW server.
6. The issue with moderators banning from irc has also been resolved as we have had a change in staff and rules. The rule of having all staff who is in game or being involved in in-game actions has been in place now for a while and has solved the issue of miss communication. Please note that almost every moderator out there can't be perfect and is only human.
7. As I said, the rank system will be redone very shortly.
8 All communities are like this, they protect their users, if I walked into MP Gaming and said Zunnie cheated he would not undoubtedly be defended by his staff and friends. Yes, St0rm has had cheaters in its staff, but almost all communities have had this problem, and if you think yours hasn't, then you are a fool. We can only do our best with the tools at hand. Hopefully 4.0 will solve

a lot of these problems.

9. We take a lot of suggestions in everyday, and though not a lot get through we do listen. You have to understand, we have to do whats best for our population and users. And how can you say this when I placed this post here to get feedback, I honestly didn't have to come here and post, but I wanted to see what people had to say to improve the image at St0rm.

Please feel free to ask more questions or comments, I welcome them.

Regards,

Wilo S.

Subject: Re: St0rm.Net
Posted by Caveman on Mon, 05 Sep 2011 07:23:34 GMT
View Forum Message <> Reply to Message

From my experience St0rm is just way over modded... I haven't played there in a while (a year or so) but when I did I really didn't enjoy it...

I can't comment on your staff because I haven't been banned but from what other people have told me some of them are power trippy and if you're better then them (I don't have any names atm) then you will be banned for cheating.

Whether thats true I don't know its just what I heard.

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 07:28:04 GMT
View Forum Message <> Reply to Message

Caveman wrote on Mon, 05 September 2011 00:23From my experience St0rm is just way over modded... I haven't played there in a while (a year or so) but when I did I really didn't enjoy it...

I can't comment on your staff because I haven't been banned but from what other people have told me some of them are power trippy and if you're better then them (I don't have any names atm) then you will be banned for cheating.

Whether thats true I don't know its just what I heard.

I doubt that they would be able to ban you just because your better, we have a rule that we can not ban unless we have BIATCH or Video Proof of you cheating.

Subject: Re: St0rm.Net
Posted by Caveman on Mon, 05 Sep 2011 07:31:09 GMT
View Forum Message <> Reply to Message

Wilo wrote on Mon, 05 September 2011 08:28Caveman wrote on Mon, 05 September 2011 00:23From my experience St0rm is just way over modded... I haven't played there in a while (a year or so) but when I did I really didn't enjoy it...

I can't comment on your staff because I haven't been banned but from what other people have told me some of them are power trippy and if you're better then them (I don't have any names atm) then you will be banned for cheating.

Whether thats true I don't know its just what I heard.

I doubt that they would be able to ban you just because your better, we have a rule that we can not ban unless we have BIATCH or Video Proof of you cheating.

Right ok but that doesn't always work... Lets say we were on Mesa and I was GDI with a deadeye around the side (by the refs) and you had a video of me killing sbhs from what you'd say is an impossible distance.. You'd ban me right?

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 07:33:36 GMT
View Forum Message <> Reply to Message

Caveman wrote on Mon, 05 September 2011 00:31Wilo wrote on Mon, 05 September 2011 08:28Caveman wrote on Mon, 05 September 2011 00:23From my experience St0rm is just way over modded... I haven't played there in a while (a year or so) but when I did I really didn't enjoy it...

I can't comment on your staff because I haven't been banned but from what other people have told me some of them are power trippy and if you're better then them (I don't have any names atm) then you will be banned for cheating.

Whether thats true I don't know its just what I heard.

I doubt that they would be able to ban you just because your better, we have a rule that we can not ban unless we have BIATCH or Video Proof of you cheating.

Right ok but that doesn't always work... Lets say we were on Mesa and I was GDI with a deadeye around the side (by the refs) and you had a video of me killing sbhs from what you'd say is an impossible distance.. You'd ban me right?

We would take into consideration lag, ssgm logs, and other evidence, but it would have to be a few times though, we don't ban off of 1 event.

Subject: Re: St0rm.Net
Posted by Goztow on Mon, 05 Sep 2011 07:56:52 GMT
View Forum Message <> Reply to Message

I personally never played on Storm because your "extras" aren't appealing to me at all. But if you have players, then I suppose they are to others.

Subject: Re: St0rm.Net
Posted by danpaul88 on Mon, 05 Sep 2011 08:01:59 GMT
View Forum Message <> Reply to Message

Goztow wrote on Mon, 05 September 2011 08:56I personally never played on Storm because your "extras" aren't appealing to me at all. But if you have players, then I suppose they are to others.

Same here pretty much. I played there once a few years back but found all the crazy mods and such confusing and somewhat lame (in my opinion, I am sure others like them). Left after about 15 minutes and have never been back.

Mind you, I don't really play Renegade at all these days.... so I guess it's somewhat of a moot point.

Subject: Re: St0rm.Net
Posted by Spyder on Mon, 05 Sep 2011 08:22:15 GMT
View Forum Message <> Reply to Message

St0rm was pretty playable in the beginning, but then they decided to add the backups, turrets and rank-based shop/starting credits. The old st0rm, when Xphaze was still in the air too, was way better than what it is now.

Subject: Re: St0rm.Net
Posted by EvilWhiteDragon on Mon, 05 Sep 2011 08:37:23 GMT
View Forum Message <> Reply to Message

Cronus wrote on Mon, 05 September 2011 07:04
....
And them some staff I think are blatant idiot retards but then again they usually arent american
....

Nice hidden flame there Cronus... Think that if all nationalities would be represented equally ingame, there would be just as many Americans being retards as other nationalities.

Oh wait, might be a bit more because other nations have a bit less of a tendency to be a fuckwad

and be so fucking arrogant about their own country. Let me make it clear that I can understand some levels of nationalism and I do understand that people love the country in which they live (otherwise I suppose they would try and move away), but why pretend that people from your country are generally less retarded than from other countries?

You might be better able to understand them, but that's an integral part of cross-cultural communication. There are certainly differences between Americans and Europeans, and yes, you'll probably understand the American better, but the same is true for Europeans talking to other Europeans.
That's just a part of the way humans tick. One can go ignorantly ranting about "them" being stupid, or one can take a better look and see that whatever they're doing might seem odd to you, but might not be so odd after you investigated them.

Subject: Re: St0rm.Net
Posted by Caveman on Mon, 05 Sep 2011 08:39:34 GMT
View Forum Message <> Reply to Message

danpaul88 wrote on Mon, 05 September 2011 09:01Goztow wrote on Mon, 05 September 2011 08:56I personally never played on Storm because your "extras" aren't appealing to me at all. But if you have players, then I suppose they are to others.

Same here pretty much. I played there once a few years back but found all the crazy mods and such confusing and somewhat lame (in my opinion, I am sure others like them). Left after about 15 minutes and have never been back.

Mind you, I don't really play Renegade at all these days.... so I guess it's somewhat of a moot point.

Yeah I just played there for around an hour or so and all I saw were all these commands and people buying havoc bots in the tunnels and I was just confused.

It did somewhat damper my fun.

Subject: Re: St0rm.Net
Posted by Cronus on Mon, 05 Sep 2011 09:42:43 GMT
View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Mon, 05 September 2011 01:37Cronus wrote on Mon, 05 September 2011 07:04
....
And them some staff I think are blatant idiot retards but then again they usually arent american
....

Nice hidden flame there Cronus... Think that if all nationalities would be represented equally ingame, there would be just as many Americans being retards as other nationalities.

Oh wait, might be a bit more because other nations have a bit less of a tendency to be a fuckwad and be so fucking arrogant about their own country. Let me make it clear that I can understand some levels of nationalism and I do understand that people love the country in which they live (otherwise I suppose they would try and move away), but why pretend that people from your country are generally less retarded than from other countries?

You might be better able to understand them, but that's an integral part of cross-cultural communication. There are certainly differences between Americans and Europeans, and yes, you'll probably understand the American better, but the same is true for Europeans talking to other Europeans.
That's just a part of the way humans tick. One can go ignorantly ranting about "them" being stupid, or one can take a better look and see that whatever they're doing might seem odd to you, but might not be so odd after you investigated them.

I don't know what you call a flame, but what i said is just me being honest... and its an inside insult towards one particular mod, and Wilo should have understood that. I wouldn't expect you to

---

Subject: Re: St0rm.Net
Posted by Tupakk on Mon, 05 Sep 2011 10:10:00 GMT
View Forum Message <> Reply to Message

Even though I dont play REN anymore like all things they must evolve. A 10yr old game cant survive on just brass tacs. I think what has been done to expand gameplay and bring out the deeper side of REN is at St0rm.

nuff said...

Subject: Re: St0rm.Net
Posted by MUDKIPS on Mon, 05 Sep 2011 11:08:51 GMT
View Forum Message <> Reply to Message

i liked wilos custom campaign map thing

Subject: Re: St0rm.Net
Posted by iRANian on Mon, 05 Sep 2011 11:09:30 GMT

he made a badass map with a gigantic mech spider on it

Subject: Re: St0rm.Net
Posted by FreakySt0rm on Mon, 05 Sep 2011 15:29:35 GMT

iRANian wrote on Mon, 05 September 2011 04:09he made a badass map with a gigantic mech spider on it

C&C_St0rm_Arac is the map you're thinking of iRAN m8

This is just one of the many things that Wilo does to make St0rm stand out from the rest of the Renegade servers and to keep a 10 year old game alive.

Subject: Re: St0rm.Net
Posted by Hypnos on Mon, 05 Sep 2011 15:33:21 GMT

Tupakk wrote on Mon, 05 September 2011 11:10Even though I dont play REN anymore like all things they must evolve. A 10yr old game cant survive on just brass tacs. I think what has been done to expand gameplay and bring out the deeper side of REN is at St0rm.

nuff said...

Get your ass back to EKT!

Yeah, St0rm's alright, not everyone's cup of tea mind you.

Subject: Re: St0rm.Net
Posted by shaitan on Mon, 05 Sep 2011 16:17:23 GMT

Wilo you'll be here all day doing this. Not too sure why you bothered.
Also if you had cared to read my irc comments as I posted that up there, you would have seen what I said as a joke.

iRANian wrote on Mon, 05 September 2011 05:09he made a badass map with a gigantic mech spider on it
What?! I'd like to see that.   Just watched a youtube, lol fucking cool. o.o

---

Subject: Re: St0rm.Net
Posted by Wilo on Mon, 05 Sep 2011 17:12:43 GMT
View Forum Message <> Reply to Message

The reason I posted this was because I wanted to know what people had problems with and what people liked, I want to find a medium and fix the problems people have and know what people like.

If I can create something in the middle I might be able to fix the bridge I had between people who have been at st0rm and left or people who have tried it and not liked it. I also want to make the people who are currently at St0rm enjoy it even more.

I am using this as a way of growing.

Subject: Re: St0rm.Net
Posted by halo2pac on Mon, 05 Sep 2011 23:35:06 GMT
View Forum Message <> Reply to Message

Wilo wrote on Sun, 04 September 2011 23:00
(If a moderator or staff member was caught cheating and doing something like attacking another community or hacking note this: This is the internet, we can only put so much trust into someone and you will never know if they are truly telling you the truth or not.)

I also want to acknowledge that yes, at one point in the past I was an immature kid and didn't handle situations well. Times have changed, stop living in the past. Give me a chance to prove to you that things are different, not that I need your acceptance but it would just make life easier for me.

So please, let me know now.

If you truly believe in that kind of philosophy you will release bans older than a year.

Which as soon as TT 4 comes out I am hoping ALL communities do.

Subject: Re: St0rm.Net
Posted by Wyld1USA on Tue, 06 Sep 2011 00:33:56 GMT
View Forum Message <> Reply to Message

I for one have been a regular with most communities including running / owning some of them since this game came out. I had great times on all of them and left each one on great terms. St0rm is different and I am happy to make it my 100% home.

I applaud Wilo for his energy, care for this game, and what he has done to keep a gaming community running very strong. He is one of the best leaders I have had the pleasure to work with and serve. I truly believe he is a big part of this game still being alive.

A lot of other community regulars play in our server under smurf names because they secretly like the server(s). But because of peer pressure they don't all say they do in public as some have here. (Thank you to those) That is ok.

I think some are still living in the past Wilo. No moderators are perfect we all know that. I can come up with examples for every major community that has been or exists now that is equal to what St0rm has experienced. If the public is expecting perfection from ours, they are holding us more accountable than other communities or even their own.

We have a excellent moderator level system that works. We catch a lot of cheaters and with solid evidence. (Proof) A large majority of the other communities I have been a part of do not hold their staff to the level of accountability we do. We ban less innocents that most imo. In other servers I have seen a lot let go that harms the game play that we address and rather quickly. (My boys play in other servers and I am quite often called over to witness something altering game play St0rm would not tolerate)

The mod's make us St0rm and we readily admit we are unique (proud of it). The commander system, turrets, backups, stipends, etc. may not be for all and I respect that so stay away by all means. But I will tell you, those things make the game harder. Most that come in our server have no clue how to disarm a beacon while killing tanks, turrets, and back-ups around it. St0rm promotes more teamwork than any other server which this game is built around. I have had more team-play fun being part of St0rm than any other server I have played on. St0rm creates friendships and fun that other communities flat out don't. I am very happy there are still other communities that run the pure game to offer that variety for those that don't like St0rm.

McDonald's, Burger King, Wendy's, Rally's, etc. all offer different products, but the core is still a hamburger's. We offer Renegade but St0rm style. We are St0rm, strong and proud.

Thank you Wilost0rm.

Regards,

Wyldst0rm
St0rm Events Leader
St0rm Renegade Admin
All Around Sex Addict & Cookie Lover.

Subject: Re: St0rm.Net
Posted by EvilWhiteDragon on Tue, 06 Sep 2011 01:20:19 GMT
View Forum Message <> Reply to Message

Wyld1USA wrote on Tue, 06 September 2011 02:33

...

All Around Sex Addict

...

TMI, TMI!

Subject: Re: St0rm.Net
Posted by Tupakk on Tue, 06 Sep 2011 02:18:32 GMT
View Forum Message <> Reply to Message

Hypnos wrote on Mon, 05 September 2011 08:33Tupakk wrote on Mon, 05 September 2011 11:10Even though I dont play REN anymore like all things they must evolve. A 10yr old game cant survive on just brass tacs. I think what has been done to expand gameplay and bring out the deeper side of REN is at St0rm.

nuff said...

Get your ass back to EKT!

Yeah, St0rm's alright, not everyone's cup of tea mind you.

Um lol EKT died 3 years ago. I cant come back to an empty website and a server that doesnt exist.

Glad to see your still alive.

Subject: Re: St0rm.Net
Posted by R315r4z0r on Tue, 06 Sep 2011 03:03:58 GMT
View Forum Message <> Reply to Message

Wilo wrote on Mon, 05 September 2011 00:225. The problem with a marathon game is I have seen them go on for 6 - 7 hours, When 4.0 is fully released the poll gameover will be removed.
If you consider that a problem then you shouldn't even be playing marathon games to begin with.

Subject: Re: St0rm.Net
Posted by liquidv2 on Tue, 06 Sep 2011 03:40:08 GMT
View Forum Message <> Reply to Message

i read one single thing and that made st0rm seem immensely better in my eyes, that being only three turrets per team per map
i still think it's dumb but hey, 3 turrets is better than 30

i played in st0rm a few times over the past few days, knowing nothing about the server commands

---

like calling in reinforcements or whatever the hell is going on and i did just fine
if there's things for me to kill i'm a pig in mud
i'm not sure there's anyone over there that's going to stop me anyways

---

Subject: Re: St0rm.Net
Posted by kickmofo on Tue, 06 Sep 2011 08:49:48 GMT
View Forum Message <> Reply to Message

If you a good Renegade player then all the extra wont matter you still will own

Kick

Subject: Re: St0rm.Net
Posted by Crimson on Tue, 06 Sep 2011 19:13:08 GMT
View Forum Message <> Reply to Message

I have a problem with you and your server because of the following reasons:

1) You were one of the original cheaters in Renegade. You both created and distributed cheats and helped to do irreparable harm to the game for many players.

2) You have (in the past, not sure about now) owned or controlled botnets and I wouldn't be surprised in the least if you were one of the people who regularly attacked n00bstories and these forums. I still get DDoSed one or twice a year for completely random reasons.

3) Your server modifications are over the top and ridiculous and make the mockery of this game. But, to be fair, you are by far not the only server to have done so.

I still have saved chat logs of you offering to "hack web pages and Windows EX (sic)" for us.

Subject: Re: St0rm.Net
Posted by Dave Anderson on Tue, 06 Sep 2011 20:34:16 GMT
View Forum Message <> Reply to Message

I remember an Xphaze tournament way back (years). St0rm cheated right to 1st place.

Subject: Re: St0rm.Net
Posted by DarkKnight on Tue, 06 Sep 2011 21:48:19 GMT
View Forum Message <> Reply to Message

Caveman wrote on Mon, 05 September 2011 01:39

Yeah I just played there for around an hour or so and all I saw were all these commands and people buying havoc bots in the tunnels and I was just confused.

It did somewhat damper my fun.

If i approached games with that attitude I'd rarely play anything. Most games take awhile to learn. All you have to do is go to the renegade forums, and server commands are a sticky right on the first section.

Even renegade itself isn't just picking up a gun and shooting. There are a lot of aspects to the game that has to be learned as well.

St0rm puts a fun twist on an old game and that's why i prefer to play there. Its no different then changing your skins, its adds to the enjoyment of the game for some. But just like skins, its not for everyone.

Subject: Re: St0rm.Net
Posted by DutchNeon on Tue, 06 Sep 2011 22:05:08 GMT
View Forum Message <> Reply to Message

Wyld1USA wrote on Tue, 06 September 2011 02:33I for one have been a regular with most communities including running / owning some of them since this game came out. I had great times on all of them and left each one on great terms. St0rm is different and I am happy to make it my 100% home.

I applaud Wilo for his energy, care for this game, and what he has done to keep a gaming community running very strong. He is one of the best leaders I have had the pleasure to work with and serve. I truly believe he is a big part of this game still being alive.

A lot of other community regulars play in our server under smurf names because they secretly like the server(s). But because of peer pressure they don't all say they do in public as some have here. (Thank you to those) That is ok.

I think some are still living in the past Wilo. No moderators are perfect we all know that. I can come up with examples for every major community that has been or exists now that is equal to what St0rm has experienced. If the public is expecting perfection from ours, they are holding us more accountable than other communities or even their own.

We have a excellent moderator level system that works. We catch a lot of cheaters and with solid evidence. (Proof) A large majority of the other communities I have been a part of do not hold their staff to the level of accountability we do. We ban less innocents that most imo. In other servers I have seen a lot let go that harms the game play that we address and rather quickly. (My boys play in other servers and I am quite often called over to witness something altering game play St0rm would not tolerate)

The mod's make us St0rm and we readily admit we are unique (proud of it). The commander

system, turrets, backups, stipends, etc. may not be for all and I respect that so stay away by all means. But I will tell you, those things make the game harder. Most that come in our server have no clue how to disarm a beacon while killing tanks, turrets, and back-ups around it. St0rm promotes more teamwork than any other server which this game is built around. I have had more team-play fun being part of St0rm than any other server I have played on. St0rm creates friendships and fun that other communities flat out don't. I am very happy there are still other communities that run the pure game to offer that variety for those that don't like St0rm.

McDonald's, Burger King, Wendy's, Rally's, etc. all offer different products, but the core is still a hamburger's. We offer Renegade but St0rm style. We are St0rm, strong and proud.

Thank you Wilost0rm.

Regards,

Wyldst0rm
St0rm Events Leader
St0rm Renegade Admin
All Around Sex Addict & Cookie Lover.

Your post really makes it look like you are brainwashed by Wilo (consider this to be a joke and somewhat realistic; in between).

Regarding the topic; I'm not a fan of over the top modding in regular game types. I do however liked the COOP server (if that one is still around?) though I quit Renegade since last year.

Subject: Re: St0rm.Net
Posted by Caveman on Tue, 06 Sep 2011 22:06:33 GMT
View Forum Message <> Reply to Message

DarkKnight wrote on Tue, 06 September 2011 22:48Caveman wrote on Mon, 05 September 2011 01:39

Yeah I just played there for around an hour or so and all I saw were all these commands and people buying havoc bots in the tunnels and I was just confused.

It did somewhat damper my fun.

If i approached games with that attitude I'd rarely play anything. Most games take awhile to learn. All you have to do is go to the renegade forums, and server commands are a sticky right on the first section.

Even renegade itself isn't just picking up a gun and shooting. There are a lot of aspects to the game that has to be learned as well.

St0rm puts a fun twist on an old game and that's why i prefer to play there. Its no different then changing your skins, its adds to the enjoyment of the game for some. But just like skins, its not for everyone.

I understand that storm is putting a twist on an old game however I think its just ott. I went to the forums and read up on all the commands however I shouldn't have to just to play the game. I see no fun in placing 5 havoc bots in the tunnels.

He asked me why I don't like playing on storm and I'm giving the reason. Atomix is modded but its not over modded to the point where its just not enjoyable.

You like all the mods, turrets, commander, backup bots... But I don't.

Subject: Re: St0rm.Net
Posted by Spyder on Tue, 06 Sep 2011 22:10:55 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 06 September 2011 21:132) You have (in the past, not sure about now) owned or controlled botnets and I wouldn't be surprised in the least if you were one of the people who regularly attacked n00bstories and these forums. I still get DDoSed one or twice a year for completely random reasons.

Apparently, he still does.

He once threatened my brother over IRC. He told him that he would DDoS our network, because my brother wouldn't shut up about the moderators not doing their damn jobs. Since then my network was jammed for approximately two and a half hours.

Then when I disconnected the router from the internet and started looking at the logs it appeared that it had been flooded.

By the time I got on Renegade to ask for an explanation, Wilo had disappeared from IRC. The king of ass-hats, Tiny (who has developed a real hate for me and my brother and thus bans us as soon as he finds out our new nicks), denied everything. When I asked him for the IRC logs he told me that he didn't have them. (Even though I know that his IRC client is open almost 24/7)

The next day I contacted my ISP. They too confirmed that my network had indeed been flooded. Unfortunately, due to lack of information and privacy policies they could not give me any detail on who it had been.

Anyway, Crimson, thanks for the information on his past. Now I definitely know that it was him.

Subject: Re: St0rm.Net
Posted by Wilo on Tue, 06 Sep 2011 22:50:50 GMT
View Forum Message <> Reply to Message

Yes in the past I have played with Bot Nets, and yes I did cheat way back when Final Renegade came out, but things have changed and I dropped those ways years ago. I have never attacked n00bstories, not even once, and I can swear on my entire community and my own life.

Also, I don't know where you got this idea that I created and handed out cheats, because I haven't I do remember using Final Renegade in your server and pissing you off in person, that is all. If I remember correctly I have heard rumors that you created Final Renegade Crimson. You can't believe everything you hear. You think that because you control the Renegade Forums makes you better than everyone else. We are all struggling to do our best out there and before you attack people, make sure you know yourself the truth and not what others have said.

As for Spyder I can't remember the specifics but it involved his brother causing problems with you and causing drama.

I love how everyone loves to hang on the past here.

And as for my server modifications I say this. To each their own.

Subject: Re: St0rm.Net
Posted by Crimson on Tue, 06 Sep 2011 23:13:05 GMT
View Forum Message <> Reply to Message

LOL You of all people should know that I didn't create Final Renegade. Ty of the former WSE put my name and several others in as the creator as an attempt to trash my reputation. And not surprisingly, a few idiots actually fell for it. I have explained this on the FAQ on RenGuard.com for several years.

I do now know how to make maps, or mod, or do any custom coding inside Renegade. I do not have the knowledge to make cheats.

The fact that you admit you have attacked people with botnets and have cheated in the past pretty much proves my point, and that is why I will never participate in your community.

That's why you started this thread, no?

[Edit: I don't know why you say that I think I'm better than anyone just because I own these forums. Sounds like you're just getting a bit defensive on being called out on your shit.]

Subject: Re: St0rm.Net

Posted by MUDKIPS on Tue, 06 Sep 2011 23:14:35 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 06 September 2011 12:13
2) You have (in the past, not sure about now) owned or controlled botnets and I wouldn't be surprised in the least if you were one of the people who regularly attacked n00bstories and these forums. I still get DDoSed one or twice a year for completely random reasons.

Whenever did that happ- oh lol now I remember, everyone kept reconnecting like a mad fuck and I got 2 extra gigs of irc logs

Subject: Re: St0rm.Net
Posted by Wilo on Tue, 06 Sep 2011 23:28:18 GMT
View Forum Message <> Reply to Message

I started this thread to find out what people had problems with, not to hear made up stories and lies. Am I not allowed to defend myself? Would you rather I lie like most people and deny everything? I came here in good faith to try to stop the hate toward myself and my community and all I am asking is for people to move on from the past. Most people have, but it seems the people here cant and never will. This may have just been a waste of time to come here and try to resolve this.

One thing I have learned from this is that most people do move on and are not stuck in the past, but I ask you this, when did you forsake yourself?

Regards,

Wilo.

Subject: Re: St0rm.Net
Posted by TankClash on Tue, 06 Sep 2011 23:49:18 GMT
View Forum Message <> Reply to Message

This entire thread is balderdash, looks like a back and forth blame fest.

As for the stuck in the past thing, it keeps coming up from you over and over and over again.

Subject: Re: St0rm.Net
Posted by Cronus on Thu, 08 Sep 2011 03:09:07 GMT
View Forum Message <> Reply to Message

Wilo wrote on Tue, 06 September 2011 16:28I started this thread to find out what people had problems with, not to hear made up stories and lies. Am I not allowed to defend myself? Would

you rather I lie like most people and deny everything? I came here in good faith to try to stop the hate toward myself and my community and all I am asking is for people to move on from the past. Most people have, but it seems the people here cant and never will. This may have just been a waste of time to come here and try to resolve this.

One thing I have learned from this is that most people do move on and are not stuck in the past, but I ask you this, when did you forsake yourself?

Regards,

Wilo.

You didn't come here to try and resolve it.. You came to find out what people don't like and see if its fixable, just do that. I'd quote others but im too lazy to scroll... but you did get a lil bit defensive. Just accept it and prove them wrong. Actions are more prown to being listened to then actual words.

I do might add I've never hacked, ddos'd or anything (Don't know how) Not interested to know how either, makes things for me alot more simple. But knowing that you once use to do that stuff... meh.. I feel better if someone never did it to begin with. But thats me..

"To me" The mods are just a way of keeping renegade alive, I think every community is modding renegade to be like other games, or just adding a shit ton to make it playable still since they got tired of just plain renegade. I don't care for the mods, if i have to mod a game to make me wanna play it i just go play some new game... like black ops! I get bored of one and then buy the new one when it comes out... too bad they didn't do something like that with renegade... make newer ones that is.

Subject: Re: St0rm.Net
Posted by Xpert on Thu, 08 Sep 2011 18:05:58 GMT
View Forum Message <> Reply to Message

Quote:I do might add I've never hacked, ddos'd or anything (Don't know how) Not interested to know how either, makes things for me alot more simple.

But you did cheat in Renegade before you stopped playing.

Subject: Re: St0rm.Net
Posted by Jamie or NuneGa on Thu, 08 Sep 2011 21:24:03 GMT
View Forum Message <> Reply to Message

[quote title=liquidv2 wrote on Mon, 05 September 2011 05:39]Quote:1. Please explain a bit more

what you mean by Renegade with Training wheels?
1000 starting credits, extra credits a second, faster harv with increased load
turrets everywhere, upgrades people can buy with commands, parachutes, all kinds of things that make people feel like benny hill music should be playing
it makes some people happy but not everyone

hit the nail on the head for me

Subject: Re: St0rm.Net
Posted by Cronus on Fri, 09 Sep 2011 02:30:56 GMT
View Forum Message <> Reply to Message

Xpert wrote on Thu, 08 September 2011 11:05Quote:I do might add I've never hacked, ddos'd or anything (Don't know how) Not interested to know how either, makes things for me alot more simple.

But you did cheat in Renegade before you stopped playing.

I cheated? Remind me of that please.

Subject: Re: St0rm.Net
Posted by SODPaddy on Fri, 09 Sep 2011 14:00:58 GMT
View Forum Message <> Reply to Message

too much modings, i dont like to play on this server

Subject: Re: St0rm.Net
Posted by ChewML on Fri, 09 Sep 2011 14:23:00 GMT
View Forum Message <> Reply to Message

I have actually played in the st0rm servers quite a bit. Though I have not played Ren at all lately, I think I should still have a decent rank under one of my names.

A few complaints off the top of my head.

Lag. Is. Bad. Seriously.

With the lag sniping is impossible, at least for me... I am not claiming to be the best sniper in Ren history, but I like to think that I was decent at times. I can't hit a fucking barn side in st0rm servers... then everyone else is getting head shots left and right... So makes me think they might be cheating.

The mods were not professional at all... You guys used to have that filter and warning bullshit. Well I guess it did not apply to mods. They didn't have to follow the rules they enforced, and they would laugh about it.

Can't remember that mods name exactly, think it started with an "S".

Due to that situation, I ended up on the st0rm IRC where I met a delightful kunt by the name of Jade I believe.

Now I hate to throw that word out like that, but seriously... I hope she is not the one that still handles complaints. She had the reputation and loved it, everyone told me it was pointless to even go on the IRC because she is constantly menstruating.

Long before any of that I was banned once for cheating... that was some expert modding. The ban only lasted about 5 mins since I got on IRC and was lucky enough to talk to someone capable of actual communication.

I actually like the commands and all that extra shit in the server, it is a nice change... to me at least. But there are a lot of retards with high rank so they screw the games up sometimes.

I have also seen mods just go in a server and !endgame 100 times to rank up... I figure admins could just set their rank to 1,000,000 if that was allowed.

And last, but certainly not least... that fucking lag is bad.

Seriously renforums lose the fucking word filters...

Subject: Re: St0rm.Net
Posted by Starbuzz on Fri, 09 Sep 2011 16:53:54 GMT
View Forum Message <> Reply to Message

Hey Wilo,

Thanks for asking suggestions...to cut to the chase:

-Flaming APCS...I am not sure how you can justify having this absolutely horrible practice still in widespread use in the server. In a blink of an eye, it destroys the hard work of the team that's kicking some fine ass. It takes absolutely no skill to do this tactic. If I were a server owner and if my most regular top players were ragequitting over something, I would immediately try to fix it asap instead of letting it go on for years. If St0rm has terminal cancer related to gameplay, this is it right here.

-Speedy Harv...this is such a nuisance that it directly interferes with playing the game. Isn't a bigger tib load, increased credits per second, and massive start credits enough? Plus, having a speedy harv eliminates SBH harv walk and Nod's ability to walk the harv to AGT from tunnel on field.

-Bot kill count...there must be a distinction made between killing bots and players; killing bots should not add to the kill tally as this creates a undeserved K/D ratio. It takes absolutely no skill to kill bots...atleast give out extra points for killing bots but not awarding it as an official kill.

That's all my outstanding complaints I can think off for now. The most important is flaming APCs/vehicles. You can even forget the speedy harv and bot kill counts...just wipe out the practice of flaming vehicles once and for all. That alone will give a healthy dose of good image to St0rm.

Thanks for asking once again.

Subject: Re: St0rm.Net
Posted by iRANian on Fri, 09 Sep 2011 17:12:15 GMT
View Forum Message <> Reply to Message

Yeah the flaming APCs are pretty dumb.

Subject: Re: St0rm.Net
Posted by Wilo on Fri, 09 Sep 2011 17:56:41 GMT
View Forum Message <> Reply to Message

Well, I hope to bring some of you back to atleast try my new AOW I am working on, I am changing a lot on the server and I will post a full list of changes but its going to be more like normal renegade with a few twists but still have a level playing field for casual players.

Subject: Re: St0rm.Net
Posted by Spyder on Fri, 09 Sep 2011 19:11:41 GMT
View Forum Message <> Reply to Message

Starbuzz wrote on Fri, 09 September 2011 18:53
-Flaming APCS...I am not sure how you can justify having this absolutely horrible practice still in widespread use in the server. In a blink of an eye, it destroys the hard work of the team that's kicking some fine ass. It takes absolutely no skill to do this tactic. If I were a server owner and if my most regular top players were ragequitting over something, I would immediately try to fix it asap instead of letting it go on for years. If St0rm has terminal cancer related to gameplay, this is it right here.

The sad part is, the ones using Flaming APCS are the regular top players.

Subject: Re: St0rm.Net
Posted by MUDKIPS on Fri, 09 Sep 2011 22:16:05 GMT

---

turbo harvester, bots running around??!?!

hahahahaha, playing in storm serv must be like playing ren stoned

---

Subject: Re: St0rm.Net
Posted by Xpert on Fri, 09 Sep 2011 22:36:09 GMT

Cronus wrote on Thu, 08 September 2011 22:30Xpert wrote on Thu, 08 September 2011 11:05Quote:I do might add I've never hacked, ddos'd or anything (Don't know how) Not interested to know how either, makes things for me alot more simple.

But you did cheat in Renegade before you stopped playing.

I cheated? Remind me of that please.

GoCTaylor back in iROCK days. It wasn't something you did on a regular basis. You just joined with it one day thinking you won't get caught in Mt0wn server.

Subject: Re: St0rm.Net
Posted by GEORGE ZIMMER on Sat, 10 Sep 2011 01:51:58 GMT

Wait, what? Flaming APC's? The hell is that?

also, a serious response: too many gameplay mods, moderators are usually dicks, and the gameplay flow just feels closer to something you'd expect activision would churn out.

Subject: Re: St0rm.Net
Posted by Sean on Sun, 11 Sep 2011 17:37:55 GMT

GEORGE ZIMMER wrote on Fri, 09 September 2011 18:51Wait, what? Flaming APC's? The hell is that?

also, a serious response: too many gameplay mods, moderators are usually dicks, and the gameplay flow just feels closer to something you'd expect activision would churn out.

Define Flaming APC: A flaming apc is a normal apc filled with remote/timed/proxy c4 with the intention of damage upon impact. E.g: To be used against soldiers/tanks.

Subject: Re: St0rm.Net
Posted by liquidv2 on Sun, 11 Sep 2011 19:29:47 GMT
View Forum Message <> Reply to Message

you would know, cheater

p.s. he knows what a flaming apc is, he was being sarcastic

Xpert wrote on Fri, 09 September 2011 17:36GoCTaylor back in iROCK days. It wasn't something
you did on a regular basis. You just joined with it one day thinking you won't get caught in Mt0wn
server.
Cronowned

Subject: Re: St0rm.Net
Posted by MUDKIPS on Sun, 11 Sep 2011 21:12:02 GMT
View Forum Message <> Reply to Message

Azazel wrote on Sun, 11 September 2011 10:37GEORGE ZIMMER wrote on Fri, 09 September
2011 18:51Wait, what? Flaming Homosexual?? Who is that??

me

Subject: Re: St0rm.Net
Posted by Cronus on Mon, 12 Sep 2011 01:27:03 GMT
View Forum Message <> Reply to Message

Xpert wrote on Fri, 09 September 2011 15:36Cronus wrote on Thu, 08 September 2011
22:30Xpert wrote on Thu, 08 September 2011 11:05Quote:I do might add I've never hacked,
ddos'd or anything (Don't know how) Not interested to know how either, makes things for me alot
more simple.

But you did cheat in Renegade before you stopped playing.

I cheated? Remind me of that please.

GoCTaylor back in iROCK days. It wasn't something you did on a regular basis. You just joined
with it one day thinking you won't get caught in Mt0wn server.

Woah i did that in Mt0wn!? O.0   I remember joining reloadeds test server and when he hid behind
glass, i joined back with *cheat name removed*and pissed him off   but i dont call that cheating, i

call that fun! But yea i dont recall half the mt0wn days anyways. btw did you know iROCk is like with child and has a man?!?! Who knew...

P.S. Forgive my grammar and spelling... laying in bed typing.. not too caring on it atm

---

Subject: Re: St0rm.Net
Posted by Prulez on Mon, 12 Sep 2011 16:41:21 GMT
View Forum Message <> Reply to Message

Wilo,

First of all, my compliments for creating such a thread.

From a player's perspective; I haven't found St0rm's setup inviting to join. Then again, that's just my personal preference. I realize your players in fact do like your heavily modded servers, otherwise you wouldn't get any players in your servers at all. This is, however, not my cup of tea.

From an admin's perspective, I think you may be going a bit too harsh on your moderator staff. You're asking your moderators to join TeamSpeak when they play the server and possibly other things too (such as being active x hours per week, joining IRC? I vaguely remember something like that but I could very well be mistaken). I know that if I was personally in a moderator position, I wouldn't appreciate such things being forced upon me by the administrative staff. At Jelly, I personally aim to have our moderators pleased at all time, try to listen to their concerns and do something about it and wouldn't force things upon them unless absolutely neccesary (For example: Policies on how to handle certain situations). I would, however, never, ever force them to join TS when they are ingame. I think that they should only join it if they feel like it, but I wouldn't force our moderators to join other services, possibly against their will.

Moderators are the heart of a community, they handle the daily occurences ingame and if they are unhappy or dissatisfied, they'll turn inactive and/or do other stuff. I've been in a moderator position for many years and the thing that made me happy the most, is the assurance that whatever thing I do or whatever bothers me, I have the administative staff backing me up 99% of the time (The sole exception being a massive screwup), and knowing that my concerns or suggestions would be listened to. I know that our regulars criticize Jelly on the other hand for not doing enough with suggestions; but I always try to answer them. (Then again, this shouldn't be discussed in this thread, this thread restricts itsself to St0rm.)

That is basically what I think where St0rm could possibly improve itsself. The gameplay, there isn't much you can do about that. The way you handle your moderators; that may be up for improvement from my point of view.

Subject: Re: St0rm.Net
Posted by iRANian on Mon, 12 Sep 2011 17:03:24 GMT
View Forum Message <> Reply to Message

That's because Jelly mods are on like 2 hours every month or so, except for 1-2 of em. Are you seriously criticizing him for requiring his mods to be mods now and then?

St0rm banned flaming APC yesterday and they've added some scripts to prevent it too. They're running 4.0 on their server and are really pushing it on their players, I'm really enjoying being able to play games without random players (e.g. that 'kim' guy in Jelly Marathon) blatantly using *cheat name removed*aimbot to headshot me while he's standing still whenever I'm playing on the server.

Subject: Re: St0rm.Net
Posted by Prulez on Mon, 12 Sep 2011 18:14:51 GMT
View Forum Message <> Reply to Message

iRANian wrote on Mon, 12 September 2011 19:03That's because Jelly mods are on like 2 hours every month or so, except for 1-2 of em. Are you seriously criticizing him for requiring his mods to be mods now and then?

St0rm banned flaming APC yesterday and they've added some scripts to prevent it too. They're running 4.0 on their server and are really pushing it on their players, I'm really enjoying being able to play games without random players (e.g. that 'kim' guy in Jelly Marathon) blatantly using *cheat name removed*aimbot to headshot me while he's standing still whenever I'm playing on the server.
I had expected the comment to backfire. Rest assured that we are aware of the fact that the servers lack moderators who are actually ingame and I've already flagged this internally and we're trying to work it out the best we can. We've went across our moderators asking them if they recognized themselfs if they have turned inactive and if so, why. During the summer months they have noticed (and so have I personally) that they have been busy with, don't be surprised, the real life. Seriously, it happens. We've answered with some promotions and we have assigned more permatemps (paradox?!) to the servers to give some new potential moderators in our eyes 1. a chance to keep the servers clean of the daily stuff such as th, gta, and so on and 2. a chance to possibly put themselfs in our spotlights if they appear to be doing tremendously well as a moderator. We've asked some permatemps if they wanted to be moved up to a half moderator, but I know of at least one person who actively refused so and preferred to remain in his current position as a permatemp. If you have a different suggestion how we should tackle this issue, please do let me know. I, however, do not wish to create an environment for our moderators where they are forced to play x hours per week. The game should be joined for fun and/or to relax; not because you're forced to join or you risk losing your position.

We are internally discussing whether or not we should put on Scripts 4.0 on our server(s). We also have several plugins that require to be ported. Seeing as how I am currently messaging this from a dongle and don't have a solid internet connection, I can't make any changes myself such as altering the autoannounce file, MOTD, to direct players to TT - as I'd also like people to find it, know about it and help beta test it. This is also the reason I can't set up a test server and try to create a server with the same settings as our current setup.

Subject: Re: St0rm.Net
Posted by iRANian on Mon, 12 Sep 2011 19:29:32 GMT
View Forum Message <> Reply to Message

I find it great that st0rm mods actually have to moderate at least once in a while or risk losing their moderator status. You make it sound if they'll lose their real life job or some shit.

Subject: Re: St0rm.Net
Posted by GEORGE ZIMMER on Mon, 12 Sep 2011 20:44:49 GMT
View Forum Message <> Reply to Message

liquidv2 wrote on Sun, 11 September 2011 12:29

p.s. he knows what a flaming apc is, he was being sarcastic

haha, yeah, I knew what it was
duh

..
actually I did, just not that term... reminds me of similar tactics on DM maps where people would mine the shit out of someone with a proxy C4, then run up behind a big group of people. good times

Subject: Re: St0rm.Net
Posted by Spyder on Mon, 12 Sep 2011 21:22:59 GMT
View Forum Message <> Reply to Message

You guys should check out the changes Wilo made to his server. They're awesome. This thread has really been useful.

Subject: Re: St0rm.Net
Posted by TankClash on Wed, 14 Sep 2011 02:24:13 GMT
View Forum Message <> Reply to Message

If it is still that unending marathon like the one I joined yesterday during the 4 hours walls, no thanks.

Subject: Re: St0rm.Net
Posted by Spyder on Wed, 14 Sep 2011 08:43:58 GMT
View Forum Message <> Reply to Message

TankClash wrote on Wed, 14 September 2011 04:24If it is still that unending marathon like the

one I joined yesterday during the 4 hours walls, no thanks.

That's what Renegade was meant to be like.

Subject: Re: St0rm.Net
Posted by MDK@ENGLAND@ on Mon, 19 Sep 2011 12:18:48 GMT
View Forum Message <> Reply to Message

Wilo wrote on Tue, 06 September 2011 16:28I started this thread to find out what people had problems with, not to hear made up stories and lies. Am I not allowed to defend myself? Would you rather I lie like most people and deny everything? I came here in good faith to try to stop the hate toward myself and my community and all I am asking is for people to move on from the past. Most people have, but it seems the people here cant and never will. This may have just been a waste of time to come here and try to resolve this.

One thing I have learned from this is that most people do move on and are not stuck in the past, but I ask you this, when did you forsake yourself?

Regards,

Wilo.

lol thats cheap comeing from you wilo and your brain washed team

seen this thread and thought yay a place to abuse wilo siskowitz but seem others have already do that for me .

Subject: Re: St0rm.Net
Posted by MUDKIPS on Mon, 19 Sep 2011 15:03:59 GMT
View Forum Message <> Reply to Message

st0rm's a lot better now, with 4.0 lol

even though hangman's canyon in marathon is torture

also, MDK, fuck you.

Subject: Re: St0rm.Net
Posted by Prulez on Mon, 19 Sep 2011 17:10:00 GMT

MDK@ENGLAND@ wrote on Mon, 19 September 2011 14:18Wilo wrote on Tue, 06 September 2011 16:28I started this thread to find out what people had problems with, not to hear made up stories and lies. Am I not allowed to defend myself? Would you rather I lie like most people and deny everything? I came here in good faith to try to stop the hate toward myself and my community and all I am asking is for people to move on from the past. Most people have, but it seems the people here cant and never will. This may have just been a waste of time to come here and try to resolve this.

One thing I have learned from this is that most people do move on and are not stuck in the past, but I ask you this, when did you forsake yourself?

Regards,

Wilo.

lol thats cheap comeing from you wilo and your brain washed team

seen this thread and thought yay a place to abuse wilo siskowitz but seem others have already do that for me .

Get out. Now.

Subject: Re: St0rm.Net
Posted by MDK@ENGLAND@ on Mon, 19 Sep 2011 19:48:55 GMT

rofl

Subject: Re: St0rm.Net
Posted by liquidv2 on Mon, 19 Sep 2011 23:11:50 GMT

there are other ways you can get attention
you act and behave like a kid that never grew up

Subject: Re: St0rm.Net
Posted by shaitan on Tue, 20 Sep 2011 04:15:38 GMT

I don't know why you're hating on MDK so much. You faggots(the ones of whom I speak) turned him into that with your bullshit before he went off. Prior to it he was a decent sort if you recall.

Subject: Re: St0rm.Net
Posted by MDK@ENGLAND@ on Tue, 20 Sep 2011 13:55:54 GMT

shaitan wrote on Mon, 19 September 2011 21:15I don't know why you're hating on MDK so much. You faggots(the ones of whom I speak) turned him into that with your bullshit before he went off. Prior to it he was a decent sort if you recall.

　　ty dude

charlie just hates me for the sake of hateing me . that is his right I supose

---

Subject: Re: St0rm.Net
Posted by rrutk on Wed, 21 Sep 2011 14:20:52 GMT

I love the 4.0 server with the new maps, althrough some of them are buggy.

I would recommend not to play any fanmap, but the CorePatch2-maps, some carefully selected fanmaps (the well designed ones) and most of the maps made by aircraftkiller:

Without Original Renegade, CP1 & CP2:

C&C_Bunkers.mix | Version 2.0
C&C_Basin.mix | Version 1.2
C&C_BasinTS.mix | Version 2.0
C&C_Beach.mix | Version 1.0
C&C_City_Flying_Exp.mix | Version 1.2
C&C_Country_Meadow.mix | Version 2.0
C&C_CYTeamDM | Version 1.0
C&C_DMCenter.mix | Version 1.0
C&C_DMCenterTS.mix | Version 2.0
C&C_DMConYard | Version 1.1
C&C_Eglin_AFB.mix | Version 1.0
C&C_Fjords.mix | Version 1.0
C&C_Flight_Deck.mix | Version 1.0
C&C_Forest_Trail.mix | Version 1.0
C&C_Glacier.mix | Version 1.1

C&C_GlacierTS.mix | Version 2.0
C&C_Golf_Course.mix | Version 1.0
C&C_Land.mix | Version 1.0
C&C_Mars.mix | Version 1.0
C&C_MedicalLevel | Version 1.1
C&C_Metro | Version 1.0
C&C_MetroTS | Version 2.1
C&C_Metropolis.mix | Version 1.0
C&C_Mines.mix | Version 1.3
C&C_MinesTS.mix | Version 2.1
C&C_River_Canyon.mix | Version 1.0
C&C_River_Raid.mix | Version 1.0
C&C_River_RaidTS.mix | Version 2.0
C&C_The_Woods_Today | Version 1.0

Subject: Re: St0rm.Net
Posted by Gohax on Wed, 21 Sep 2011 16:30:28 GMT
View Forum Message <> Reply to Message

Maps will be added/taken out, later. Wilo has a !rate command for the server to rate the maps. Lower rated maps will be deleted.

Some fanmaps on there I can't really stand though >< Just too damn big.

Subject: Re: St0rm.Net
Posted by rrutk on Wed, 21 Sep 2011 19:38:35 GMT
View Forum Message <> Reply to Message

From my point of view the big ones are the most interessting

Subject: Re: St0rm.Net
Posted by kannies on Thu, 22 Sep 2011 02:05:34 GMT
View Forum Message <> Reply to Message

I've never been a St0rm guy as I found it was too modded and alien it just didin't feel like Ren to me though the co-op server is a laugh sometimes.

However, I really like the 4.0 server you've been running the last week or so. Its not 'over' modded and it has everything I want in a server. For me that is a nice mix of new and old maps, and players actually staying to play the new maps rather than emptying the server. And also as Gohhax said, there is a rating system on the maps where players can vote ingame!
Sorry Jelly, but I might have to spend my last days here

Subject: Re: St0rm.Net
Posted by i0ncl0ud9 on Thu, 22 Sep 2011 03:08:05 GMT
View Forum Message <> Reply to Message

I've already been playing in st0rm whenever I play, which isn't too often right now, just on weekends.

Hopefully st0rm can consistently get up above 40 players. Right now it's a bit boring on some of the bigger maps when you go around and can't find anyone to shoot at.

It seems last weekend it hovered around 25-35 people a lot of the time I was on.

Subject: Re: St0rm.Net
Posted by Starbuzz on Thu, 22 Sep 2011 03:10:17 GMT
View Forum Message <> Reply to Message

St0rm has greatly improved. That is all.

edit: typo

Subject: Re: St0rm.Net
Posted by argathol3 on Thu, 22 Sep 2011 09:09:41 GMT
View Forum Message <> Reply to Message

All I can say is some mods are a little quick on the trigger.

Kepp up the good work

Subject: Re: St0rm.Net
Posted by rrutk on Thu, 22 Sep 2011 09:41:02 GMT
View Forum Message <> Reply to Message

PLEASE, check carefully your map rotation.

There are some maps in (e.g. gigatomachy) not worth playing: bugs (e.g. collission settings missing at some ground points, with makes you sink in the map; or you get stuck in a wall) and poorly textured.

Like I mentioned before, use all CorePatch2-Maps and the Maps made by Aircraftkiller.

Subject: Re: St0rm.Net
Posted by MDK@ENGLAND@ on Thu, 22 Sep 2011 13:00:41 GMT

not sure about some of the maps

cairo - mutation redux -and terrace was always to big and not fun for me others liked them but not many

is there no maps with new veh in maybe boats or water craft or even fighter planes ?

Subject: Re: St0rm.Net
Posted by Wilo on Thu, 22 Sep 2011 13:41:05 GMT

We have added a system to handle new maps and maps in the rotation.

We allow each user to have 1 vote per map (recastable) and they must have 100xp to vote (part of our xp system).

You may vote from 1 - 5, 1 being worst, and 5 best.

We tally all the votes and find the average.

Any map that has over 50 votes and less than a 2.0 rating will be removed from the server.

New maps are going to be added soon, most likely today thanks to user suggestions. All maps that are added to the server must contain little to no bugs and be mostly balanced.

Any other suggestions please visit www.st0rm.net

Subject: Re: St0rm.Net
Posted by Gen_Blacky on Thu, 22 Sep 2011 15:15:05 GMT

SilverDwn wrote on Wed, 21 September 2011 19:05I've never been a St0rm guy as I found it was too modded and alien it just didin't feel like Ren to me though the co-op server is a laugh sometimes.

However, I really like the 4.0 server you've been running the last week or so. Its not 'over' modded and it has everything I want in a server. For me that is a nice mix of new and old maps, and players actually staying to play the new maps rather than emptying the server. And also as Gohhax said, there is a rating system on the maps where players can vote ingame!
Sorry Jelly, but I might have to spend my last days here

St0rm is a lot better then it use to be that's for sure. I wouldn't join the server before because of

the ridiculous modifications.

Subject: Re: St0rm.Net
Posted by rrutk on Fri, 23 Sep 2011 08:31:01 GMT
View Forum Message <> Reply to Message

MDK@ENGLAND@ wrote on Thu, 22 September 2011 06:00not sure about some of the maps

cairo - mutation redux -and terrace was always to big and not fun for me others liked them but not many

mutation redux and terrace - 2 of the best maps.

don't understand why people always blame maps as to big...

love them. great to snipe and the large areas give a little feeling of reality.

most of the APB maps have wide open range.

Subject: Re: St0rm.Net
Posted by MDK@ENGLAND@ on Fri, 23 Sep 2011 12:32:31 GMT
View Forum Message <> Reply to Message

suppose its down to what you like . but time has proven the good old maps players like and love. some of the new maps are not for me and leave my game cold and not fun . with the big maps all team seem to be of doing their own thing and team play is no more .

but time will tell and even I may like some of the maps once we get to know them a little better .

just to many places to mine and on some maps the mine limit do.s not cover the 3 agt 2 pp ect

---

Subject: Re: St0rm.Net
Posted by crazfulla on Sat, 24 Sep 2011 00:22:56 GMT
View Forum Message <> Reply to Message

rrutk wrote on Fri, 23 September 2011 01:31MDK@ENGLAND@ wrote on Thu, 22 September 2011 06:00not sure about some of the maps

cairo - mutation redux -and terrace was always to big and not fun for me others liked them but not many

mutation redux and terrace - 2 of the best maps.The problem with Terrace isn't that its big. The problem is that it is bias towards Nod.

Mutation Redux, Countryside, Cairo, and the recently released Fjords are all epic maps. The ones in default renegade are far too small and turn into a slugfest with more than 10 players per team.

Subject: Re: St0rm.Net
Posted by iRANian on Sat, 24 Sep 2011 00:43:06 GMT
View Forum Message <> Reply to Message

CountrySide and Cairo are garbage, Nod always wins MutationRedux because GDI tanks are crap.

Subject: Re: St0rm.Net
Posted by MDK@ENGLAND@ on Sat, 24 Sep 2011 20:42:51 GMT
View Forum Message <> Reply to Message

iRANian wrote on Sat, 24 September 2011 01:43CountrySide and Cairo are garbage, Nod always wins MutationRedux because GDI tanks are crap.

true these are large maps with no agt or obby and wide open for stealth or sbh and no way to defend or mine .

the good old maps you know you can defend and mine the ways in for sbh .

Subject: Re: St0rm.Net
Posted by liquidv2 on Sun, 25 Sep 2011 07:40:54 GMT
View Forum Message <> Reply to Message

crazfulla wrote on Fri, 23 September 2011 19:22Mutation Redux, Countryside, Cairo, and the recently released Fjords are all epic maps. The ones in default renegade are far too small and turn into a slugfest with more than 10 players per team.
generally most fan maps are too big and leave too much room for stank rushes
maps like terrace are horribly biased due to that

Subject: Re: St0rm.Net
Posted by rrutk on Sun, 25 Sep 2011 09:25:12 GMT
View Forum Message <> Reply to Message

MDK@ENGLAND@ wrote on Sat, 24 September 2011 13:42iRANian wrote on Sat, 24 September 2011 01:43CountrySide and Cairo are garbage, Nod always wins MutationRedux because GDI tanks are crap.

---

true these are large maps with no agt or obby and wide open for stealth or sbh and no way to defend or mine .

the good old maps you know you can defend and mine the ways in for sbh .

Cairo is a great map.

I cannot see most of the old 1.000.000 times played dumb maps anymore...

Ren and fun in gameplay isn't only how you can defend or attack.

It's also how you feel in the map, how can can hide, explore new things, enjoy the environment (e.g. Fjords)...

Fun in Gameplay is variety.

Subject: Re: St0rm.Net
Posted by ehhh on Sun, 25 Sep 2011 21:02:20 GMT
View Forum Message <> Reply to Message

The problem with a lot of fanmaps, is that it takes about 5 minutes to leave your own base, never mind the numerous bugs...

Subject: Re: St0rm.Net
Posted by EvilWhiteDragon on Mon, 26 Sep 2011 09:31:17 GMT
View Forum Message <> Reply to Message

5 minutes to leave your own base is annoying. What makes it unplayable is that it takes 15 minutes to get to the enemy base, while you encounter nobody.

Subject: Re: St0rm.Net
Posted by Goztow on Mon, 26 Sep 2011 12:09:27 GMT
View Forum Message <> Reply to Message

Then when you finally reach it, you get sniped and can start all over again.

Subject: Re: St0rm.Net
Posted by MUDKIPS on Mon, 26 Sep 2011 13:27:02 GMT
View Forum Message <> Reply to Message

And in the time you took to get to the base, half of yours died, and you cant buy anything anyway

---

Subject: Re: St0rm.Net
Posted by Crimson on Tue, 21 Feb 2012 18:43:48 GMT
View Forum Message <> Reply to Message

Crimson wrote on Tue, 06 September 2011 12:13I have a problem with you and your server because of the following reasons:

1) You were one of the original cheaters in Renegade. You both created and distributed cheats and helped to do irreparable harm to the game for many players.

2) You have (in the past, not sure about now) owned or controlled botnets and I wouldn't be surprised in the least if you were one of the people who regularly attacked n00bstories and these forums. I still get DDoSed one or twice a year for completely random reasons.

3) Your server modifications are over the top and ridiculous and make the mockery of this game. But, to be fair, you are by far not the only server to have done so.

I still have saved chat logs of you offering to "hack web pages and Windows EX (sic)" for us.

Amazing how things never change... I'm breaking my own rules and necrobumping a thread.

Subject: Re: St0rm.Net
Posted by Gohax on Tue, 21 Feb 2012 18:58:19 GMT
View Forum Message <> Reply to Message

Amazing. The drama has even reached as far as noobstories!

Subject: Re: St0rm.Net
Posted by Crimson on Tue, 21 Feb 2012 19:02:02 GMT
View Forum Message <> Reply to Message

I'm not sure what you mean by that.

Subject: Re: St0rm.Net
Posted by Spoony on Tue, 21 Feb 2012 19:11:05 GMT
View Forum Message <> Reply to Message

Wilo wrote on Sun, 04 September 2011 20:00You can flame and insult me all you want guess so cos you're not an admin here

---

Quote:(If a moderator or staff member was caught cheating and doing something like attacking another community or hacking note this: This is the internet, we can only put so much trust into someone and you will never know if they are truly telling you the truth or not.)
you can assess how honest or not they've been in the past, and ljbh they don't come much more dishonest than you

i wonder if your community members knew that even after you made that disingenuous apology - that's after repeatedly denying it and trying to get other people blamed for what you were doing - and said "it's all over now" (as if you're the one who gets to decide that) - i wonder if they knew you were still lying even then, both about what you had been doing and who was doing it with you

i told you that this just shows how un-serious about "moving on" and showing people you've changed, and you banned me... pity, i was doing you a favour by calling you what you are

Quote:I also want to acknowledge that yes, at one point in the past I was an immature kid and didn't handle situations well. Times have changed
no they havent

Quote:Give me a chance to prove to you that things are different
we did and you fucked it up again

Subject: Re: St0rm.Net
Posted by C4Smoke on Wed, 22 Feb 2012 02:23:07 GMT
View Forum Message <> Reply to Message

Spoony wrote on Tue, 21 February 2012 12:11
no they havent

No, they haven't.*

Subject: Re: St0rm.Net
Posted by argathol3 on Wed, 22 Feb 2012 06:29:43 GMT
View Forum Message <> Reply to Message

Spoony wrote on Tue, 21 February 2012 13:11fucked it up again

---