
Subject: Re: MP CLAN IS BANNING FOR NOTHING
Posted by [-MP-Grey](#) on Wed, 15 Jun 2005 18:21:03 GMT
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ok ball,

So you say we are fucks, assholes, idiots, morons, selfish bastards,
no good imbeciles, totally retarded and above all insane??

Maybe, its true that not all of us are totally sane.

But face it who is.

And about circle jacking, i think your talking about your own experience there.

MP is simply a community dedicated to provide players with a playing ground for a various
amount of games. Not just for renegade.

The fact that we provide these services should say more then: "Hello we are MP we come here to
own you", it means: "Hello, this is MP Multiplayer community. We are here to provide you quality
servers for your use! all we ask is that you respect our rules".

So yes our servers lag at times, however do you have ANY! id how much the load strain of a
heavily modded server is? (like UltraAOW)

Or are you forgetting that all changes are done server side? wich means it has to transfer all these
changes to the clients as well thus increasing the load strain, next to that if there are 30+ players
lag should be EXPECTED. renegades code isn't as streamlines as UT's.

And next to renegade we also have several other server in other games such as CS:S.

*With we i mean:

All members of MP and all those that are willing to donate to MP to keep us alive.

Now then, with this said i only have two more words for you:

FUCK YOU!
