
Subject: Re: Thank You Crimson
Posted by [M3g4d37h](#) on Fri, 10 Feb 2006 01:05:06 GMT
[View Forum Message](#) <> [Reply to Message](#)

Just for those of you who will say "who the hell is this guy", I'm Fred, and went by KoTPaine for .. oh, the last 10 years. I have been away due to family issues, including my wife having a tumor (cyst) in her brain (yeah, it was benign, and she is fine now).

So for the flamers out there who have a bandwagon mentality and feel the need to say something they percieve to be clever, bear in mind that I could care less, I have bigger fish to fry.

I just have a couple things to say on the subject, so here goes;

If he is a mod on several servers, then he may well be respected -- But to take your frustration out on Crimson or the XWIS team is;

1. Misguided, since EA obviously saw fit to pass the torch to a third party.

This is just the final insult, imo. Renegade was given @\$% support from day one. I was fortunate enough to have played the beta (thanks to Dr. Evil -- You know who you are)..

I was fortunate enough also to be invited to the Renegade launch even here in San Jose, and at the dinner we had with all the Westwood guys (Chris, Cliff, Amy, and several others), they were espousing how easily creating "mods" would be with the tools they would be providing (that should give everyone a laugh), and they lauded a supposed "Dune" mod that was being worked on already (hmm, more vaporware BS). I can't really fault them, as they had a job to do, but EA obviously could not see fit to provide a decent budget or level of support after slow sales (even as preliminary renders, etc were being done for a sequel), thus dooming Command & Conquer to a "RTS-ONLY" future. I think they were excited when we were told all this, and although two of the guys at Westwood (whom I was closest to) would not say so for fear that it would come back to haunt them, EA giving up on C&C as a FPS game was a bitter disappointment.

Now, I digress a bit too much.

2. Immature. DDoS, hacks and exploits are never the way to acceptably express dissent or dissatisfaction -- I have been the victim of such actions too, and in the end, the community lost, as I lost my cool and did/said things that I surely would never have done in a more lucid moment.

3. Wrong. RenGuard isn't the problem -- Although I prefer not to use it (it increases my ping times enough to noticably affect my gameplay experience), but EA dropped the ball here too. What we needed from day one was something along the lines of "Punk-Buster", and had they saw fit, they could have moved things along.. After all, it's only a matter of time with ANY game that people will try to win unfairly, use exploits, aimbots, or hacks (like Big Head or the Fire-Repair hack).

I simply just use RenGuard on servers that require it, but not on the servers that do not require it.

The fact is that these folks (many) pay BIG BUCKS to provide us players with a host. A server to play on for FREE. Respect their rules -- If not, don't go away mad, just go away.

It's not a life-changing decision to NOT act out like an insolent child, but in the end folks within the community (as in everyday life) will judge you for your actions, so when you act in a less than mature manner, it's much harder to take the complaints (justified or not) seriously.

File Attachments

1) [ack_avatar_vsm.swf](#), downloaded 223 times
