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Subject: Re: Removed threads

Posted by [Crimson](#) on Sun, 17 Sep 2006 13:56:34 GMT

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I apologize if anyone interprets this as backpedaling or contradicting myself. I think of it more as a clarification. My being overly nice is looked down upon by some people, and I'm sorry if I gave anyone the wrong impression. It takes a lot for me to stop being friends with someone... you pretty much have to outright betray me to make it happen, something that doesn't happen often, but something I take very seriously.

So, I invite you all to think what you like about me and act accordingly. If you think I'm a horrible person, then that's fine. If you think I'm doing my best where I can to help keep this game alive, then that's fine, too. Choose to participate in these forums or anything else I run, or don't. I gave you a few days to attack me, now it's ended. I quite honestly do NOT have to time to look back on years-old logs and emails to remember what exactly happened through the twisted lies that have mutated through the years.

Overall, these forums have given me the greatest gift of all, for it is here that I first started talking to Blazer, and on November 6th, we will have been together for 4 years. And nothing that you do or say here will change the happiest part of my life and the best outcome of my involvement in the Renegade community.

So, I'm not going anywhere. Silent Kane started this month on a project to revive the ladders which they will be hosting on XWIS. The collection part is completed and working very well. Our next step is to store the data in a database instead of flat files. After we restore the basic "ladder points" ranking, we will turn our attention to the clan ladder. Given my background working for the Cisco Networking Academy in their Metrics, Reporting, and Evaluation department and also hosting a weekly poker game with a semi-annual "ladder", I am quite qualified to lead the creation of this aspect, and if anyone wants to consult in this process, I will be inviting that within the next few weeks (it will be after the public ladder rolls out).

I will also be finishing the setup of the BHS-VPC and getting the applicants involved in a revitalization project for Blackhand Studios and all the sites that we run and support. I also have another big announcement to make with regards to BHS and its' talent pool, but the details of that are still being finalized. I'm hoping to make that announcement this coming week.

So, instead of focusing on retarded events from the past, let's look to the future, because that's all we can control. Play politics, or shut up and mod/code/play/whatever. These sorts of battles never win anybody any favor.

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