Subject: Re: banned for what??

Posted by omegavolt on Wed, 25 Oct 2006 01:19:59 GMT

View Forum Message <> Reply to Message

Would you prefer it mod-less and ripe with cheaters??? Clearly, there are only so many who play our servers regularly and CAN moderate it at all. Im not saying they are all perfect. Fooker is not in UN anymore, as far as I know, it was because of his poor modding. But for every person he wronged by banning, he executed several legitimate bans from cheaters. (We had the 'no-swearing' clause before he joined, btw. And really, is it so hard not to type out YOU MOTHERFUCKER! if you get hit?)

And AGAIN Im saying, people seem to have some big egos around here, when its clearly easy to go to our forums to the Wrongful Bans thread and state your case and get unbanned. But people take it personal. Its unreal.

There are still cheaters all over Ren regardless of Renguard. We havent locked RG in pure mode so that people having trouble with it, or people with skins, can still play, but that allows cheaters in. Its to the point now at this stage in the game where its hard to tell the cheaters from a pro that just stopped in and happens to be ace at everything.

UN is sorry for any wrongful bans that it inflicts. We have a forum just so people can state their case. I understand it sucks having to go to a forum and go through all the steps to get unbanned when you just want to play. But unfortunately, with UNRULES history of cheaters, we've grown skeptical of anything that looks amiss. So if youre really good and we have to make a decision about whether or not you're a cheater, and we make the wrong one, WE ARE SORRY. We didnt mean it. We're just trying to make the server fun for everyone. We dont think 'youre better than us' and want you off the server. We just want it to be fair.

Thats all I got to say really, I wont continue hijacking stressmom's thread. If you want to continue to hate UN, go ahead, but dont hate us just because we're overly careful of our server integrity.

Thanks for hearing me out.