
Subject: Re: United Renegade Community
Posted by [reborn](#) on Fri, 06 Jul 2007 08:48:35 GMT

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Excellent idea in theory, but in practise it would never work out. There are too many ego's and points of view and opinions/idea's involved.

Say I teamed up with n00bstories for example:

Do I get access to all the servers? I sure as hell should. But say it doesn't work out... I steal the host nick name and become a jerk about it. I release all the custom binaries on the server and and general jack-ass.

Say we agree on what's kick/ban worthy, thats all good. Now say someone happens to join the server and they kinda break a rule, it's a grey area one. I ban them, but Crimson says she wants to unban them because they are her friend and it wasn't a big deal anyway. Now the dude sends me a pm saying "hahaha, told you i would get unbanned". Unless we came to a compromise we would fall out pretty soon.

Say I want to stick an obby gun spawner and god crates and loads of other un-balancing things to the map, Crimson is like "noes, that shit is gay". A compromise would have to be found.

What forums close down and redirect to the other one? Or do we start a new forum and redirect both the old sites? Logically you would have to say keep n00bstories because it is more established and has more members. However this would be seen more as a takeover rather than a merger, and it might hurt my super admin ego.

Say I have a mod on my server but he is actually banned from the n00bstories server for cheating three years ago. What the fuck do we do about him?

These are just a few of the problems that would and could arise, it's such a nice idea in theory, but due to conflicts of interest, ego's, different opinions, different ideas and circumstance it would never ever work. Which is a shame.

However...

I am all for communities sharing information and source code. I would love to see more working together and sharing from allot of people, instead of whoring.
