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Subject: Re: RenForums Policy  
Posted by [Goztow](#) on Mon, 19 Oct 2009 06:32:23 GMT  
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What are you trying to proof?

- \* That we have a clear policy on what's a cheat and what isn't and that we're implementing that policy to the best of our possibilities? If so, well done.
- \* That there are actually people actively moderating this forum and thinking about what they feel is good for the community? If so, well done.
- \* That you refused to reply to my opening for getting your PM rights restored (you didn't even try to lie about it), hence basically admitting that you were / are planning to use the PM system to spread the "blacklisted" modification? If so, well done.
- \* That I am not reluctant to the idea of getting the community more involved in running renforums but that this won't happen overnight? If so, well done.
- \* That the current administration of renforums is run by one person, which you can name a dictatorship? It seems like stating the obvious to me. WW handed over that authority to Crimson a long time ago.
- \* That I should stop trying to communicate with people that I already suspected to not have any good intentions with the Renegade community? Yes, you made your point clear now. I wonder how Hex feels about your little blog entry.

I'd like to make one subtle but important change to what I said yesterday, and which you quoted so nicely. At a 2nd thought, I don't think 99 % - 1 % is an accurate figure (it's a figure u brought up in the first place and that I didn't want to contest at that time). I'd rather say 75 % of the posts on renforums are unrelated / stupid / not useful. I don't think anyone will actually disagree on this. However, I guess that without these 75 % of posts, it would become pretty much empty on here.

As you see, I can make longer posts, without copy-pasting IRC-logs.

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