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Subject: Re: Medal of Honor open beta

Posted by [Dover](#) on Wed, 23 Jun 2010 01:35:58 GMT

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bakerrrr wrote on Tue, 22 June 2010 18:25Dover wrote on Tue, 22 June 2010

20:48EvilWhiteDragon wrote on Tue, 22 June 2010 17:46Dover wrote on Wed, 23 June 2010

02:44nopol10 wrote on Mon, 21 June 2010 17:01Completely agree. Also, the chat feature seems to be borked in the beta, so it feels like I'm playing with a bunch of bots. No FPS nowadays seems to do socialising and community building as good as Renegade.

Funny. People are complaining about this in StarCraft 2's beta, also. What you don't realize is that betas aren't made for chatting.

What features did Renegade have to promote socializing and community building, again?

It has usable chat. Which is more than you can say from other games.

So does Counter-Strike. If that's the criteria we're evaluating, then Counter-Strike must have a fantastic sense of community and be a great place to socialize! Even more so, considering the playerbase is several dozen times larger than Renegade's.

I hope you're joking since CSS has created some of the largest gaming communities in the world.

Are we evaluating size or quality? Let's keep our criteria consistent. nopol says "good" in reference to the Renegade community, but nobody in their right mind would argue this community is "large". CSS is certainly a "large" community, but there are very few places where I am more likely to be called a faggot and have my parentage brought into question for not clicking fast enough, so it wouldn't be fair to say it's a "good" community.

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