
Subject: Jelly

Posted by [Good-One-Driver](#) on Thu, 03 Sep 2015 01:04:54 GMT

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What happened? Played Renegade for the first time in 2 years and noticed there is no Jelly anymore.

Subject: Re: Jelly

Posted by [ehhh](#) on Thu, 03 Sep 2015 03:03:50 GMT

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wasnt getting players anymore

so chris played the plug - waste of money

Subject: Re: Jelly

Posted by [liquidv2](#) on Thu, 03 Sep 2015 03:12:34 GMT

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It shut down forever over this past weekend - we did organized games on Saturday and straight Marathon games on Sunday

I made this video from the second day

<https://youtu.be/RQMKK2nrIIQ>

Subject: Re: Jelly

Posted by [Xpert](#) on Thu, 03 Sep 2015 06:24:43 GMT

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He must be joking considering he reads RenCorner forums everyday and this topic was made <http://rencorner.com/index.php/topic/7624-marathon-server-will-be-shutdown-augus-t-30th/>

Probably just wants Renforums attention.

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Thu, 03 Sep 2015 11:37:05 GMT

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What happens to most Companies sooner or later, you treat ur Customers/Users like Shit, if you are in the Leadership many act godlike so the Company closes as a result. Sad for Renegade that its 1 Server less, but no sorry Feelings for the Community itself.

Subject: Re: Jelly
Posted by [ehhh](#) on Thu, 03 Sep 2015 12:31:30 GMT
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LMAO

Subject: Re: Jelly
Posted by [Canadacdn](#) on Thu, 03 Sep 2015 14:10:43 GMT
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They shut down on Sunday. I logged into Ren for the first time in a while to say goodbye. Had lots of good memories on that server. Thanks for the fun times!

Subject: Re: Jelly
Posted by [Good-One-Driver](#) on Thu, 03 Sep 2015 14:53:52 GMT
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Xpert wrote on Wed, 02 September 2015 23:24He must be joking considering he reads RenCorner forums everyday and this topic was made
<http://rencorner.com/index.php/topic/7624-marathon-server-will-be-shutdown-august-30th/>

Probably just wants Renforums attention.

Read forums everyday? LOL I was at a place for work with no internet for 6 months.

Subject: Re: Jelly
Posted by [liquidv2](#) on Thu, 03 Sep 2015 15:18:32 GMT
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If anyone honestly values DJ's opinion on anything, I'll respond to his post
Otherwise I won't waste my time trying to explain anything to him - I made that mistake in the past

Where was that G1D, Siberia or something? I don't know of many places in the world that don't have internet in any form lol

Subject: Re: Jelly
Posted by [ehhh](#) on Thu, 03 Sep 2015 15:41:16 GMT
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can confirm g1dildo hasnt posted anything on rc for a few months at least

and dj do you hope everything renegade dies forever still? that news years day post was pretty

funny

lol

Subject: Re: Jelly
Posted by [Wyld1USA](#) on Thu, 03 Sep 2015 18:19:46 GMT
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liquidv2 wrote on Thu, 03 September 2015 11:18If anyone honestly values DJ's opinion on anything, I'll respond to his post
Otherwise I won't waste my time trying to explain anything to him - I made that mistake in the past

Why would anyone value or even remotely be interested in the opinion of someone that tried to make a name for themselves 75% into the life of a video game by being the ultimate troll - troll and not on skill and comradery?

Comradery is a feeling of trust, a bond created by a shared goal or experience — you don't have to be best friends with everyone in the group to know you have their support.

He is too stupid to even realize he embarrasses himself every time he posts. You would think he would get a clue by the negative replies to all his word puke. #InHisOwnWorld

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Thu, 03 Sep 2015 20:55:07 GMT
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Oh look, the E-Janitor still has to release his poop everywhere in ren ^^ Why dont you disappear with many from the jelly Communtiy, you would do us a favour, really, plx, think about it old mofo

Subject: Re: Jelly
Posted by [liquidv2](#) on Thu, 03 Sep 2015 21:43:39 GMT
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Who is DJ associating himself with when he says "us"

Subject: Re: Jelly
Posted by [ehhh](#) on Thu, 03 Sep 2015 22:22:56 GMT
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this forum was so peaceful when dj disappeared

:<

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Fri, 04 Sep 2015 11:23:45 GMT
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Everything will become more peacefull once murica elected trump for President, and after that kanye for President 2020. 8 Years of Joy incoming for murica lols

Subject: Re: Jelly
Posted by [ehhh](#) on Fri, 04 Sep 2015 15:28:16 GMT
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did germany kick you out?

sick flag

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Fri, 04 Sep 2015 21:31:24 GMT
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Fuck that.. I dunno why my ISP has rooted me through Austria -_-

Subject: Re: Jelly
Posted by [Good-One-Driver](#) on Fri, 04 Sep 2015 23:34:04 GMT
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I've been traveling. I spent a majority of time in the oil fields in Vernal Utah were there was no internet then I spent a few months in Brighton Colorado along with Denver but now I am back in Salt Lake City Utah.

Subject: Re: Jelly
Posted by [shaitan](#) on Sat, 05 Sep 2015 00:03:31 GMT
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Renegade may die, but 20 years from now you guys will still be jerking each other off on Renegadeforums.com(or the google archive of it).

Well, if I have RL drama-that-I-need-to-start-shit-on-here-again, I probably will as well.

Eike, you can keep holding onto that grudge, but it'll get you nothing. Trust me, been there, done that with pretty much all of you in this topic. Trying to let bygones be bygones myself.

Which was why in August I was extending that olive branch to Jelly about coming to us to work out a Mara/Aow thing, and in July giving them the hard truth of what they needed to fix their shit.

A three legged chair was better than two. It only means we're one step closer to Renegade dying for real.

Subject: Re: Jelly
Posted by [liquidv2](#) on Sat, 05 Sep 2015 01:57:45 GMT
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there was nothing you said that wasn't already known or painfully obvious to anyone around Renegade in the past year or two - the simple truth is Jelly no longer has the capacity to host a Renegade server, and it's better off in the hands of RenCorner

people saw what you said, but there was a reason no one directly responded to it

I like to think people that used to frequent Jelly have already or will find their way over to RenCorner
not sure if he's allowed on there but DJ was using triggerbot for a while because he wanted to be able to beat Iran at sniping

Subject: Re: Jelly
Posted by [ehhh](#) on Sat, 05 Sep 2015 02:43:45 GMT
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he was pretty bad at hiding it tbh

Subject: Re: Jelly
Posted by [shaitan](#) on Sat, 05 Sep 2015 03:15:37 GMT
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You guys were in a state of denial, because you went right back to trying to "fix" the shit out of the server, and not fix the problem of the mod/admin team.

If you'd of really known/cared, you wouldn't have kept trying to fit that circular peg into the rectangular hole.

I think if you guys had shaken things moderator-wise, you'd of pulled it off within those months.

Subject: Re: Jelly
Posted by [ehhh](#) on Sat, 05 Sep 2015 04:32:51 GMT
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iirc there did try that?

appointing an active admin and opening up mod applications

all changes made were shit people asked for

it just was obviously too late, renx/server problems just scared people away imo

Subject: Re: Jelly
Posted by [shaitan](#) on Sat, 05 Sep 2015 04:39:28 GMT
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How many moderators were made during that time?

Subject: Re: Jelly
Posted by [ehhh](#) on Sat, 05 Sep 2015 04:42:26 GMT
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probably 0

Subject: Re: Jelly
Posted by [shaitan](#) on Sat, 05 Sep 2015 04:51:27 GMT
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I knew before I asked, Trist.

The whole point was for DJ to bury the hatchet. If I can, so can he.

Subject: Re: Jelly
Posted by [ehhh](#) on Sat, 05 Sep 2015 04:57:01 GMT

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a lot of hatches tbh

Subject: Re: Jelly

Posted by [shaitan](#) on Sat, 05 Sep 2015 04:57:54 GMT

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For him or me?

Subject: Re: Jelly

Posted by [ehhh](#) on Sat, 05 Sep 2015 05:02:42 GMT

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him ofc

Subject: Re: Jelly

Posted by [liquidv2](#) on Sat, 05 Sep 2015 15:06:18 GMT

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The mod issue was first addressed 3 years ago - there wasn't anyone out there that made sense for it and we didn't take enough chances on random people

You want enough people around to help train and guide new moderators, and after a certain point we did not have that

The process was irreversible by the time you had suggested it

Don't expect DJ to move on - that's a waste of time

Instead, you should focus on keeping him out of your servers

The only things he can do are invisihug (now against the RC rules as glitch abuse probably), use illegal weapon models that double as superbodies, trash talk other players unprovoked, and use actual cheats like triggerbot so he can feel good

Not joking at all about any of those things

Subject: Re: Jelly

Posted by [shaitan](#) on Sat, 05 Sep 2015 15:34:45 GMT

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liquidv2 wrote on Sat, 05 September 2015 11:06The mod issue was first addressed 3 years ago - there wasn't anyone out there that made sense for it and we didn't take enough chances on

random people

You want enough people around to help train and guide new moderators, and after a certain point we did not have that

The process was irreversible by the time you had suggested it

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Not joking at all about any of those things

He's been random triggerbot checked. If he's caught, he'll be banned. Then the fun begins of proxies/vpns to get new IP's. Well, it is fun for me, as the last guy found out a couple of weeks ago.

DJ, don't cheat, and then there's no problem.

Subject: Re: Jelly

Posted by [ehhh](#) on Sat, 05 Sep 2015 16:18:10 GMT

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pretty sure there wasn't a mod issue pre server issues

there were enough active mods albeit only temps

Subject: Re: Jelly

Posted by [Pyr0man1c](#) on Sat, 05 Sep 2015 19:45:48 GMT

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shaitan wrote on Fri, 04 September 2015 21:39How many moderators were made during that time?

3 primarily, and some auxillary moderators, but it was already too late by then. This was at the end of April.

I think ehh is right, I don't really remember anyone being so discontent about anything moderator related up until the server issues.

Jelly's rapid loss of players began when I went away in July 14, and became worse when i properly left from October 14. I don't know exactly what happened, but their new unpopular rotation was probably one major cause.

Liquid, the problem concerning moderators wasn't that you didn't take chance on random people, it was that the admins weren't active enough ingame etc, and so they were unable to judge potential candidates properly. I assure you back then, there were people who were competent and responsible enough to be moderators (some with little guidance), you just didn't see it.

That's my perspective, having played at Jelly from 2013, and from being an active member of many other communities.

Subject: Re: Jelly
Posted by [Xpert](#) on Sat, 05 Sep 2015 23:48:36 GMT
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Jelly's downfall was because the admins and seniors were never around. And when they were, they kept making decisions based on their opinions alone and not the opinions of the people who actually play on the server. They kept trying to keep the server as close to "vanilla" as possible but that wasn't popular anymore with the direction Rencorner and MPF was going. Great ideas of people who played there were always getting turned down or looked the other way.

The server also had a terrible rotation. When new maps were added, it made it worst. We got crappy maps like Arid and Creekdale added to the rotation that killed the player counts instead of going with maps that were similar to Uphill and Tomb that people enjoyed.

There were never any moderators and for over 6 years, Jelly never had an application system. It was only implemented when the server was on its last breath and by then it was pointless. Promotions were handed out to current staff just out of desperation to keep those people having the server active while the seniors and admins were never around to participate in the server's needs. Anyone who willingly offered help got denied or never took into consideration. It was our home just as much as it was the players but in the end, our opinions didn't matter despite the constant polls and debates on the forums that were just pointless and false hope just like the Field laser wall idea. It made no sense as to why the people who never even play this game anymore, had a say in what happens to the server. Even behind the scenes in private discussions, all the admins lost interest but yet still had the final say in what happens with the server.

I joined the Jelly team when it was still going when liquid was still an admin of it and I wanted to take part in server upgrades with raven. In time, raven became inactive and liquid also stepped away from it. Eventually I was keeping the server up to date but with very limited access and can only apply such updates when an admin was on. Ethenal and Scruffy kept blaming my stuff for the lag issues of Jelly when it wasn't even my stuff causing the problems. When I left the team, they eventually took my stuff out and in the end, the server was still laggy and unplayable. It drove people away to the point where Jelly was no longer the most active server of all hours of the day.

Subject: Re: Jelly
Posted by [liquidv2](#) on Sun, 06 Sep 2015 03:22:53 GMT
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shaitan wrote on Sat, 05 September 2015 10:34DJ, don't cheat, and then there's no problem. if he can't cheat and he can't invisihug then he's just going to get his ass kicked, bitch at players, and eventually leave - it's a win-win for everyone

Pyr0man1c wrote on Sat, 05 September 2015 14:45Liquid, the problem concerning moderators wasn't that you didn't take chance on random people, it was that the admins weren't active enough ingame etc, and so they were unable to judge potential candidates properly. I assure you back then, there were people who were competent and responsible enough to be moderators (some with little guidance), you just didn't see it.

That's my perspective, having played at Jelly from 2013, and from being an active member of many other communities.

I haven't been active since well before any of that, but I will tell you I was fed up to the point of almost leaving back in 2013 because of mod issues (mainly things not being done by people that could have done them but simply chose not to)

the admins weren't around whatsoever, and neither were most of the seniors - as I said elsewhere, Jelly was largely a ghost ship floating down a metaphorical river only held afloat by its passengers choosing to come back

Xpert wrote on Sat, 05 September 2015 18:48Jelly's downfall was because the admins and seniors were never around. And when they were, they kept making decisions based on their opinions alone and not the opinions of the people who actually play on the server. They kept trying to keep the server as close to "vanilla" as possible but that wasn't popular anymore with the direction Rencorner and MPF was going. Great ideas of people who played there were always getting turned down or looked the other way. exactly what I'm saying - no matter how players voted for things, the ones with the ability to make the changes would only act on it if it was something they wanted, and it was infuriating

I personally thought Arid and Creekdale weren't bad maps, but I wasn't around to actually play them and had no idea how they'd go on a Marathon server - it would have made sense to either lower their frequency or switch them out when it was deemed they were hurting the player counts, but that would have required someone being around for it

At the same time, Arid and Uphill were also being tested and from what I've seen are both pretty good maps to play

There was a period where Unit's version of Field was forced onto the player base for weeks on end, and every time a new version was done it would be slapped on and everyone would have to re-download it (which isn't a big deal with 4.0, but people still playing Jelly Renegade weren't huge proponents of change)

On top of that, the rotation put together had little to no thought to it and was left running for way too long without input from others

iOncl0ud always made the best rotations, including one that was used for over 2 years, but no one thought to ask him (or anyone else, for that matter)

I'm not blaming anyone for Jelly's demise as I wasn't there either, but as time went on people simply moved on to other things - this 13+ year old game was replaced by PS4s and MMORPGs and more modern FPS titles, along with people starting families and having busy schedules and college and jobs and whatnot

I think RenCorner is more fit to carry the torch of Renegade's future, and hope they do so well

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Sun, 06 Sep 2015 09:01:54 GMT
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shaitan wrote on Sat, 05 September 2015 17:34liquidv2 wrote on Sat, 05 September 2015 11:06The mod issue was first addressed 3 years ago - there wasn't anyone out there that made sense for it and we didn't take enough chances on random people

You want enough people around to help train and guide new moderators, and after a certain point we did not have that

The process was irreversible by the time you had suggested it

Don't expect DJ to move on - that's a waste of time
Instead, you should focus on keeping him out of your servers
The only things he can do are invisihug (now against the RC rules as glitch abuse probably), use illegal weapon models that double as superbodies, trash talk other players unprovoked, and use actual cheats like triggerbot so he can feel good

Not joking at all about any of those things
He's been random triggerbot checked. If he's caught, he'll be banned. Then the fun begins of proxies/vpns to get new IP's. Well, it is fun for me, as the last guy found out a couple of weeks ago.

DJ, don't cheat, and then there's no problem.

lols, liqtard still trying to convince ppl of his hate-dj religion,haha, nice to see some things never change

No worries, you can check whatever or whenever you want for anything, as before you wont find anything not allowed
And i have never been some1 who had to use vpns n shit to play, in fact i still use the same serial i have been using for years, so nothing to hide from here

Subject: Re: Jelly

Posted by [ehhh](#) on Sun, 06 Sep 2015 15:43:11 GMT

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mdk caught u dj

damnnnnnnnnnnnn

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Sun, 06 Sep 2015 16:53:31 GMT

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ehhh wrote on Sun, 06 September 2015 17:43mdk caught u dj

damnnnnnnnnnnnn

Lets count 1 + 1 together : MDK is by far the most integer Person to relate to when its comming down to ban a person, sure, and we were best renbuddies for ages,not mentioning noone ever saw any evidence so far soz, yeah im pretty sad that all that made sense to ban a person just for sniping skillz and beeing german, racist mean ladys

Subject: Re: Jelly

Posted by [Goztow](#) on Sun, 06 Sep 2015 17:53:38 GMT

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Liquid, just give up this quest to make poor dj look bad. Dj's posts are far more credible than yours, he has a top edge reputation for so long, your petty attempts do not fool me, Dj's the reneman!

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Sun, 06 Sep 2015 18:26:45 GMT

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Goztow wrote on Sun, 06 September 2015 19:53Liquid, just give up this quest to make poor dj look bad. Dj's posts are far more credible than yours, he has a top edge reputation for so long, your petty attempts do not fool me, Dj's the reneman!

People care about Reputation still? haha, good 1
Besides that, he cant give up, i once said hes so addicted and still mad at me for discovering land that has been discovered before, his ego cant get over that and will be reminded everytime he sees my name pop up somewhere, poor liqtard

Subject: Re: Jelly

Posted by [ehhh](#) on Sun, 06 Sep 2015 18:50:11 GMT

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did you even have a chance with her?

Subject: Re: Jelly

Posted by [liquidv2](#) on Sun, 06 Sep 2015 19:42:46 GMT

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I've actually pointed it out multiple times in the past but DJ's brain filters out what it doesn't want to hear

Years before I even met my girlfriend I thought DJ was an arrogant egotistical loser, and I purposely joined the opposite side of his community match games just to see him bitch and moan when he lost

Since then he has not changed a bit, though he eventually got triggerbot to get better at Renegade (probably because anyone that beats him is cheating anyways in his mind)

I don't understand why he thinks so highly of himself with regards to Renegade, but he can't come up with a straight answer and assumes I'm jealous or mad at him for briefly dating my girlfriend before I did

Like I said before, she dated guys in high school before him

As is the case with him, I really don't care whatsoever - I call him out in Renegade for the same reasons I did years ago, which is him having the world's highest opinion of himself and literally nothing to base it on

I'm far better at Renegade than he is, but you don't see me trash talking a step above his crazy bullshit

It is what it is - the dense German retard is going to think whatever he wants to think, and nothing I can say will change that, but at least everyone else will know what's up

In vehicles, he's above the average pub player

At sniping, he's average or less in the open - he knows this, which is why he only exclusively fights from behind walls and hugs as hard and as fast as he possibly can

The only time I've seen him do well in Renegade was hugging against other players that weren't hugging at all, and he was joyfully talking an excessive amount of trash while doing it

In a fight, he would be the guy that either pulls out a gun or goes directly for the other guy's balls

I really don't understand what keeps him going, because the biggest lie is the one he keeps telling himself

It can't be that I'm right, because the DJ complex clearly states he cannot be wrong

Subject: Re: Jelly

Posted by [Goztow](#) on Sun, 06 Sep 2015 21:46:15 GMT

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I see I forgot the /sarcasm... But I guess everyone figured it out already. Nevertheless, I think it's better to drop it liquid.

Subject: Re: Jelly
Posted by [liquidv2](#) on Sun, 06 Sep 2015 22:27:41 GMT
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I know you were joking Mr. Goztoe, but you've gone too far this time

I was just laying DJ out again, for the record

Subject: Re: Jelly
Posted by [Tw1X](#) on Tue, 08 Sep 2015 14:00:39 GMT
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So... are liquid and dj Eskimo Brothers?

Subject: Re: Jelly
Posted by [ehhh](#) on Tue, 08 Sep 2015 18:56:11 GMT
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i see it more like step brothers

Subject: Re: Jelly
Posted by [Good-One-Driver](#) on Tue, 08 Sep 2015 21:16:23 GMT
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liquid be like dj you curly headed fuck

Subject: Re: Jelly
Posted by [liquidv2](#) on Tue, 08 Sep 2015 23:53:48 GMT
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all I need is a cage and some shitty Euro music

Subject: Re: Jelly
Posted by [ehhh](#) on Wed, 09 Sep 2015 00:02:39 GMT
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omfg

that was a fucking photo and a half

Subject: Re: Jelly

Posted by [iRANian](#) on Wed, 09 Sep 2015 12:18:26 GMT

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Xpert wrote on Sat, 05 September 2015 16:48Jelly's downfall was because the admins and seniors were never around. And when they were, they kept making decisions based on their opinions alone and not the opinions of the people who actually play on the server. They kept trying to keep the server as close to "vanilla" as possible but that wasn't popular anymore with the direction Rencorner and MPF was going. Great ideas of people who played there were always getting turned down or looked the other way.

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Creekdale and Arid sucked bad yes and they killed player count too.

It was funny how your server was running your software without the server hanging whenever someone spawned (the SFPS issue), even after playing for hours with 24 players kek.

Most of the junior moderators were completely retarded. Another thing is that most players were European yet the server was hosted in the US.

Most of the things suggested were made by people who didn't play and the whole keeping the

server original thing was kinda comical considering the server was heavily modded and had some retarded stuff like the crates granting vehicles within the first 5 minutes of the match on a 0 starting credits server. Rotation was already pretty bad (about 2 rush maps for every BD map), which caused more players to leave. You'd have 36 players at the end of a BD map, then 28 at the end of the first rush map and than 20 players at the end of the second rush map. The server always filled up on BD maps and emptied out on rush maps. Then of course the server was running C&C_City and C&C_Hourglass.

With the lag issue fixed, the server moved to Europe, the 549857394854 shitty rush maps removed and some other stupid shit fixed like the vehicle crates at the start of the map the server would still be filling 50 players easily today. I stopped playing because of the ridiculous lag.

The maps UnitXc made sucked too, especially Field2 which was hilariously Nod biased). He made the hills on the map larger so tanks couldn't cover behind the hill so Nod Arties with techs on them would almost always win against everything. Though Field2 was a lot of fun to play because it was so comically.

Subject: Re: Jelly
Posted by [ehhh](#) on Wed, 09 Sep 2015 21:00:40 GMT
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iran your radio spam download link is broken

fix pls

and yeah units map were fucking horrible

Subject: Re: Jelly
Posted by [liquidv2](#) on Wed, 09 Sep 2015 22:01:06 GMT
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Hello Iran - I was hoping you would show up for the Jelly going-away event

Do you think putting small base defenses on rush maps would have made them more playable or sustainable for Marathon?

Subject: Re: Jelly
Posted by [Pyr0man1c](#) on Thu, 10 Sep 2015 10:22:08 GMT
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It wouldn't? If you're thinking of a couple of guard towers? Take bio for example. If you placed anything stronger, it would put people off.

Are you thinking of some middle ground between base defence and rush maps?

Subject: Re: Jelly
Posted by [iRANian](#) on Thu, 10 Sep 2015 12:07:49 GMT
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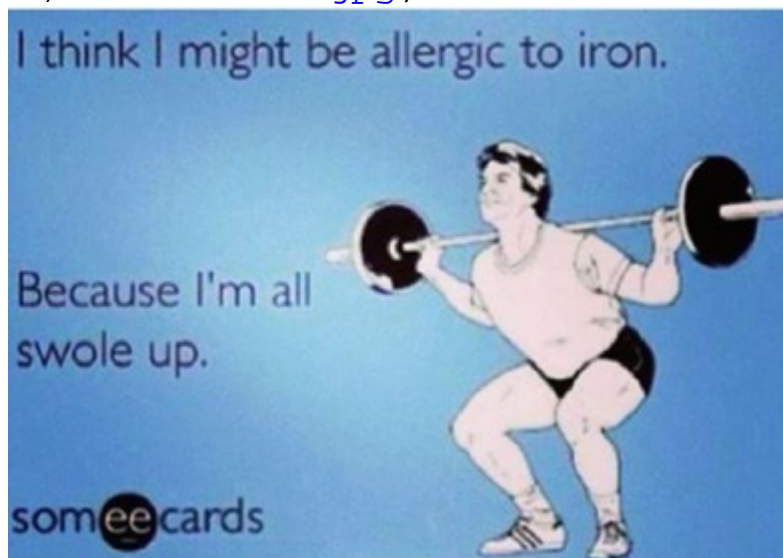
It would help out GDI on maps like walls flying where Nod takes out at least one building with SBHs every map.

I didn't feel like playing the event. I've been making some mad gains and I actually got a side job at the gym.

Subject: Re: Jelly
Posted by [liquidv2](#) on Thu, 10 Sep 2015 17:29:57 GMT
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File Attachments

1) [11-390x279.jpg](#), downloaded 1218 times



Subject: Re: Jelly
Posted by [dubstar](#) on Thu, 10 Sep 2015 21:56:38 GMT
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liquidv2 wrote on Wed, 09 September 2015 15:01

Do you think putting small base defenses on rush maps would have made them more playable or sustainable for Marathon?

using guard towers and turrets would make it more playable IF they respawned, way too easy to kill and usually get destroyed within 15 minutes

Subject: Re: Jelly
Posted by [liquidv2](#) on Fri, 11 Sep 2015 00:53:51 GMT
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One of my old ideas was to have guard towers that did no actual damage but would still fire at enemies, effectively serving as stealth unit detectors

It lessens the impact stealth units have without rendering them useless

You'd ideally want small base defenses to respawn on a timer or via credits, because having them be a one and done type deal would be nearly pointless

Good to hear Iran

Subject: Re: Jelly
Posted by [iRANian](#) on Fri, 11 Sep 2015 06:49:21 GMT
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If they'd have more health it wouldn't be an issue either tbh. If they had 5 times more health.

Subject: Re: Jelly
Posted by [GoTWhisKéY](#) on Sat, 12 Sep 2015 02:18:20 GMT
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I would of helped moderate Jellyserv if I knew it was an issue.
I liked playing in Jelly because they kept it as pure as possible. Bad maps and mods hurt servers though. Any server that plays city or walls without flying is out of touch imo

Subject: Re: Jelly
Posted by [liquidv2](#) on Sat, 12 Sep 2015 15:52:25 GMT
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Walls ground is better for GDI on big servers because sbh aren't able to get buildings as easily

People would organize Orca rushes that would win games (same with City_Flying), but both maps yielded far more Nod wins than their ground counterparts, which surprised people because Orcas are better than Apaches

There was a lot to consider when making a rotation

Subject: Re: Jelly

Posted by [iRANian](#) on Sat, 12 Sep 2015 19:00:12 GMT

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Yeah kinda sums it up. Read your first sentence and was thinking "walls flying sucks for gdi unless they orca rush", before i read your second sentence.

walls fly marathon on big servers is so much fun as nod

Subject: Re: Jelly

Posted by [liquidv2](#) on Sun, 13 Sep 2015 00:35:04 GMT

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Why did you never host a server Iran

It would have been interesting to see how it looked when all was said and done

IranServ

1. Euro based
2. Pointmod on?
3. How would crates have been done? Game-changing ones only after the first 5 minutes? The reason Jelly never got more strict on that is because it's public and it kept things interesting on those odd occasions where it happened

Another few things Jelly always allowed were clearscope, Spongebob c4, and building bar HUDs because it's a public server, not a private league thing like clanwars was

I remember TD and Mike both got irritated about those and wanted to disallow them, but that was the competitive spirit within them colliding with the short bus aura of public Renegade players

4. Vehicles modded in any way? Maybe up the splash/damage for MRLS and lower the splash for arties? Or use HaTe's suggestion and make arties fire a little slower?
 5. Light base defenses on rush maps to lessen the chance of toddler rushes working?
 6. Time limit? Player limit? Use fan maps?
 7. ...?
 8. Profit
-

Subject: Re: Jelly

Posted by [ehhh](#) on Sun, 13 Sep 2015 03:38:45 GMT

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regarding 3.

it was because no one was around to do it, i prob posted about that 5 times and nothign was done

:<

but hey at least timed c4 abuse was fixed

Subject: Re: Jelly

Posted by [Xpert](#) on Sun, 13 Sep 2015 04:55:27 GMT

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ehhh wrote on Sat, 12 September 2015 23:38

but hey at least timed c4 abuse was fixed

You're welcome

Subject: Re: Jelly

Posted by [ehhh](#) on Sun, 13 Sep 2015 07:46:07 GMT

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oh right the only active coder huhuhuhu

that shit got so dumb, not fun having mods kill your ref in the first 2 minutes because 1 person is afk

fml

Subject: Re: Jelly

Posted by [iRANian](#) on Mon, 14 Sep 2015 12:23:18 GMT

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liquidv2 wrote on Sat, 12 September 2015 17:35 Why did you never host a server Iran
It would have been interesting to see how it looked when all was said and done

IranServ

1. Euro based
2. Pointmod on?
3. How would crates have been done? Game-changing ones only after the first 5 minutes? The reason Jelly never got more strict on that is because it's public and it kept things interesting on those odd occasions where it happened

Another few things Jelly always allowed were clearscope, Spongebob c4, and building bar HUDs because it's a public server, not a private league thing like clanwars was

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5. Light base defenses on rush maps to lessen the chance of toddler rushes working?
6. Time limit? Player limit? Use fan maps?
7. ...?
8. Profit

u know i hate pointsmod lol. I'd just disable the custom crates completely, but no one likes that so I would just use regular crates for 5 minutes (alreaddy made something to do that a few years back).

yeah clearscope, spongebob c4 and building bar are major cheats. huge difference playing with and without. It's pretty much impossible to miss c4 with spongebob, clearscope gives you two times more vision scoped and building bars show...building bars the whole time

I'd higher splash on mrls instead of lowering splash on artillery, on xperts server with less arty splash things were pretty gay and in marathon it would stalemate things so much and become boring. The heavy splash MRLS was fucking hilarious when we tried it.

Light defenses on rush maps, rebuyable or with 5x time more health. I'd also increase light and med tank damage by 8-10 points, pretty ridiculous how light tank does about as much damage as a tech can repair.

no time limit and player limit about 40-50.

Subject: Re: Jelly

Posted by [Pyr0man1c](#) on Mon, 14 Sep 2015 21:30:51 GMT

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And reduce pic/rail damage to 70 pls
vlimit?

Subject: Re: Jelly

Posted by [liquidv2](#) on Mon, 14 Sep 2015 23:37:04 GMT

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iRANian wrote on Mon, 14 September 2015 07:23u know i hate pointsmod lol. I'd just disable the custom crates completely, but no one likes that so I would just use regular crates for 5 minutes (alreaddy made something to do that a few years back).

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Light defenses on rush maps, rebuyable or with 5x time more health. I'd also increase light and med tank damage by 8-10 points, pretty ridiculous how light tank does about as much damage as a tech can repair.

no time limit and player limit about 40-50.

What would the vehicle limit be if the player max was 50?

Not sure if 5x more health for basic defenses is a good thing because that would be more than actual buildings

Imagine if Nod lost the Airstrip - it would automatically lose the map because killing a Guard Tower would be harder than the Level 10 Challenge

What if they had more HP than the stock ones but automatically respawned anywhere from 5 to 15 minutes after they were destroyed, instead of being a buy-able option? People could work together to kill them and would have windows of opportunity to achieve whatever

I think dropping the arty splash range (not like RR did, but maybe 20%) would give GDI a small edge in field and base repairs

At the same time, increasing the MRLS splash range by even double would not have too many adverse effects on the game (except around the Field corner, and only if you don't also up the MRLS damage as well)

That steroid MRLS week was fucking great, but the sad truth was Nod was winning just as much as before

By definition all of those things are cheats, but they were allowed because it was casual

Renegade - I never had colored c4, and during the short time where I had the Jelly clearscope I almost never scoped anyways so it was of no benefit to me

I never used building bar shit either because I wasn't a fruitcup

Having the standard 100 or 200 credit crate early on is still worth rushing and dying for, and I always liked that

Dropping PIC and Railgun damage to 70 isn't a terrible idea, and upping the overall damage done by tanks would mean landing shots is more important than before (and that you might need to actually hit enemies to win engagements rather than just have more repair people on you)

You might want to give MRLS more health then, because light tanks would turn them into soup otherwise (I think arties would be fine)

I'm on board with most of your thoughts - Iran and liquid Renegade would be a shitload more balanced than stock Renegade, and without sacrificing everything that made the game fun to play

Subject: Re: Jelly
Posted by [ehhh](#) on Tue, 15 Sep 2015 03:08:46 GMT
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forgot how stupid building bars were

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Wed, 16 Sep 2015 22:51:50 GMT
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ehhh wrote on Tue, 15 September 2015 05:08 forgot how stupid building bars were

Must be joking...

BB next to StealthSkins were the best revolution in Gameplay for a long Time in Renegade, spared a lot of Time, was good looking and motivated a lot of Players to start skinning, sadly this feature went down the Hill with Scripts 4.

Subject: Re: Jelly
Posted by [liquidv2](#) on Thu, 17 Sep 2015 00:33:06 GMT
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^ probably the same logic behind him using triggerbot too

Subject: Re: Jelly
Posted by [YesNoMayb](#) on Thu, 17 Sep 2015 02:42:50 GMT
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Skins are stupid. I used to use the yellow spongebob c4/timed/proxy replacements and could see them from a mile away. They didn't mean jack in a tunnel because I'd place a timed, turn around, and back again forgetting I placed one and die. I had the bright green stealth skin too for a couple days.

When I figured out how to add skins the first thing I added was the clearscope, which I used for a couple years. Just recently in June after reinstalling I tried not running it for a week and realized I didn't need it to snipe.

I guess they can be cool for the laughs. One day my brother came up and saw me using my mystery machine GDI apc. "Is that the mystery machine?" Me: "Yup." He never knew anything about skins but he used to play ren a lot years ago.

Subject: Re: Jelly

Posted by [ehhh](#) on Thu, 17 Sep 2015 04:03:50 GMT

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pretty much only ever used clearscope, used a different reticle but not for the last 5 years

i guess dj used the ice cream music stank sound too eh

Subject: Re: Jelly

Posted by [Good-One-Driver](#) on Thu, 17 Sep 2015 05:39:02 GMT

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emitters where the revolution for renegade

Subject: Re: Jelly

Posted by [ehhh](#) on Thu, 17 Sep 2015 06:35:35 GMT

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dj used that too i guess

Subject: Re: Jelly

Posted by [iRANian](#) on Fri, 18 Sep 2015 07:23:19 GMT

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ehhh wrote on Wed, 16 September 2015 21:03 pretty much only ever used clearscope, used a different reticle but not for the last 5 years

i guess dj used the ice cream music stank sound too eh
lol

@liquid: it's mainly because techs outrepair light tanks, so even if you land every hit from point blank range the tech will outrepair you lol

Subject: Re: Jelly

Posted by [ehhh](#) on Fri, 18 Sep 2015 10:00:15 GMT

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would you change how much the tech repairs?

i'd decrease how much techs repair tanks personally and keep the building repair the same

but yeah light tanks are gash, the added mobility and lower price against the damage and Armour of a medium isnt worth it imo

then again maybe its just too compliment the arts, since arts do dumb ass damage

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Fri, 18 Sep 2015 11:33:26 GMT
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ehhh wrote on Thu, 17 September 2015 08:35dj used that too i guess

Na, no cheatskins for me plx, no Stankicecreamwagon sound,no emitters, you can actually see the skins i used in many of my videos, never changed them, until scripts came out

Subject: Re: Jelly
Posted by [ehhh](#) on Fri, 18 Sep 2015 13:00:26 GMT
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so building bars, bright c4 skins and neon snipers arent cheatskins?

lol

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Fri, 18 Sep 2015 16:51:46 GMT
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ehhh wrote on Fri, 18 September 2015 15:00so building bars, bright c4 skins and neon snipers arent cheatskins?

lol

BBs are def. not Cheatskins, i never used bright or glowing c4skins, just Spongebob c4 which is nonglowing and never used neonsnipers. Sorry, nothing for you to brag about

Subject: Re: Jelly
Posted by [ehhh](#) on Fri, 18 Sep 2015 16:58:35 GMT
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emitters are but building bars arent? oh lala

kinda similar things, giving you an advantage over everyone else in the sever

:>

:<

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Fri, 18 Sep 2015 20:48:15 GMT

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ehhh wrote on Fri, 18 September 2015 18:58emitters are but building bars arent? oh lala

kinda similar things, giving you an advantage over everyone else in the server

:>

:<

Emitters showed ya f.e. where a Beacon was placed, BB are nothing else then pressing K ingame, you just spare 1 fingertip which is nice in a hectic fightnight.

Subject: Re: Jelly

Posted by [ehhh](#) on Sat, 19 Sep 2015 07:53:26 GMT

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still gives you an advantage over everyone else?

Subject: Re: Jelly

Posted by [Xpert](#) on Sat, 19 Sep 2015 17:35:00 GMT

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He doesn't understand logic trist, lol.

Subject: Re: Jelly

Posted by [liquidv2](#) on Sat, 19 Sep 2015 17:38:16 GMT

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By definition that makes it a cheat, but don't waste time trying to explain that to DJ - his limited mind has already been set

At the same time, he's perfectly ok with using full-out triggerbot in the game, so take everything he says with a grain of salt

Good-One-Driver wrote on Thu, 17 September 2015 00:39emitters where the revolution for renegade

That was you, wasn't it? lol

I remember you released something awful that pissed people off for a good long time - you jokey joke maker

iRANian wrote on Fri, 18 September 2015 02:23@liquid: it's mainly because techs outrepair light tanks, so even if you land every hit from point blank range the tech will outrepair you lol

That always ruined vehicle exchanges in the game

What if there were no strong repair guns and Techs just had Engineer repair guns but kept proxy c4, the extra timed, and the extra HP? They would still be worth 350, and the game as a whole would be more about offense than defense because keeping buildings alive would be much harder without the camped Hotwires and Techs overpowering the MCT with repairs

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Sat, 19 Sep 2015 17:43:44 GMT

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ehhh wrote on Sat, 19 September 2015 09:53still gives you an advantage over everyone else?

No?! Every1 was free to use and install it, it wasnt a Cheat by definiton of ServerOwners, each Server was fine with it, therefore its peoples own fault if they dont use it, but in ur logic its totally ok to blame some1 for doing something others are to lazy or to dumb for...

Subject: Re: Jelly

Posted by [ehhh](#) on Sat, 19 Sep 2015 18:27:44 GMT

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the everyone can use it argument is pretty dumb lol

and im pretty sure not all server owners didnt view it as a cheat

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Sat, 19 Sep 2015 21:26:43 GMT

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ehhh wrote on Sat, 19 September 2015 20:27the everyone can use it argument is pretty dumb lol

So is your comment more legit? oh wait, u didnt had an argument yet If it is not forbidden it is allowed by definiton, simple as that, y u arguing?

Subject: Re: Jelly
Posted by [ehhh](#) on Sun, 20 Sep 2015 08:07:36 GMT
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well i guess everyone can use cheats too?

imo it ruins the game, just as cheats do

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Sun, 20 Sep 2015 11:30:46 GMT
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ehhh wrote on Sun, 20 September 2015 10:07well i guess everyone can use cheats too?

imo it ruins the game, just as cheats do

Cheats are forbidden on every Server afaik, stop arguing on that level, you cant find a legit reason to compare BBs to Cheats, thats a pretty dumb try lol..

Subject: Re: Jelly
Posted by [ehhh](#) on Sun, 20 Sep 2015 11:36:37 GMT
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my reason it gives advantage over everyone else just like cheats do?

keep up dj pls

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Sun, 20 Sep 2015 16:57:07 GMT
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ehhh wrote on Sun, 20 September 2015 13:36my reason it gives advantage over everyone else just like cheats do?

keep up dj pls

It doesnt? If a Player felt back the Days he needs it for a better Game Performance he could have just installed it. If you dont use it you cant complain bout it beeing used by others,lol, your logic is pretty much fcked up Trist. Same with going to vote for Elections, if you dont vote you have no permission to judge over the Politics lol..

Subject: Re: Jelly

Posted by [ehhh](#) on Sun, 20 Sep 2015 17:35:22 GMT

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so just like a cheat?

so people shouldnt complain about you cheating?

ah right i see what this is about now

Subject: Re: Jelly

Posted by [liquidv2](#) on Sun, 20 Sep 2015 17:45:40 GMT

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What he means is some servers were ok with certain cheats being used, and to him that means they aren't cheats

Except that they are, by definition, still cheats, and like I said previously, his brain cannot logically proceed any further

This is the same guy that would post pictures saying Don't argue with an idiot because they will just beat you with experience or something along those lines - he can't see what's been laid out in front of him because he's so unbelievably dense

Reminds me of this Dave Chappelle skit from back in the day:

https://www.youtube.com/watch?v=u__W0Qa8v0k

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Sun, 20 Sep 2015 21:09:04 GMT

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ehhh wrote on Sun, 20 September 2015 19:35so just like a cheat?

so people shouldnt complain about you cheating?

ah right i see what this is about now

No, cause Cheats are forbidden, therefore you arent allowed to use them, are you really that dumb that u dont understand the difference or are you just trolling?!

Subject: Re: Jelly
Posted by [ehhh](#) on Mon, 21 Sep 2015 07:10:54 GMT
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well not all cheats are forbidden lol

triggerbot is though

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Mon, 21 Sep 2015 12:13:13 GMT
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ehhh wrote on Mon, 21 September 2015 09:10well not all cheats are forbidden lol

triggerbot is though

You must be trolling...

Im not aware of 1 single Cheat that is/was by Definition of Server Owners allowed. Enlighten me, on which Server was ERGH, BH, BigBodies, FinalRen, kamikaze and so on allowed?! Must be before i started playing 2007 then...

Subject: Re: Jelly
Posted by [ehhh](#) on Mon, 21 Sep 2015 13:10:25 GMT
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well some skins were not allowed (defined as cheats as server owners) eh?

triggerbot was always disallowed though

Subject: Re: Jelly
Posted by [YesNoMayb](#) on Mon, 21 Sep 2015 15:51:21 GMT
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Building bars give players an advantage over others. Building bars also don't normally exist within the game. Everyone has to press a button to see building health, why not you? Just because they are available to everyone to download does not mean they aren't considered cheats.

What's so hard to grasp about that, DJ?

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Mon, 21 Sep 2015 21:53:09 GMT

YesNoMayb wrote on Mon, 21 September 2015 17:51 Building bars give players an advantage over others. Building bars also don't normally exist within the game. Everyone has to press a button to see building health, why not you? Just because they are available to everyone to download does not mean they aren't considered cheats.

What's so hard to grasp about that, DJ?

Your Point of View is wrong, if it isn't forbidden it's allowed until it's forbidden. Do not having to press an additional Key to compare with regular Cheats like Trist is doing here is just dumb. While I agree that some skins like the Neon Skins for Snipers I saw in Forums are close to cheats, that's why they were forbidden on some servers.

Anyways, we won't agree on my point of view here, and since we can't use BB anymore I think we should just stop arguing, it's exhausting to convince ppl of the right side of view when they blatantly don't want to..

Subject: Re: Jelly

Posted by [liquidv2](#) on Tue, 22 Sep 2015 00:21:04 GMT

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-TLS-DJ-EYE-K wrote on Mon, 21 September 2015 16:53 Your Point of View is wrong, if it isn't forbidden it's allowed until it's forbidden. Do not having to press an additional Key to compare with regular Cheats like Trist is doing here is just dumb. While I agree that some skins like the Neon Skins for Snipers I saw in Forums are close to cheats, that's why they were forbidden on some servers.

Anyways, we won't agree on my point of view here, and since we can't use BB anymore I think we should just stop arguing, it's exhausting to convince ppl of the right side of view when they blatantly don't want to..

This post is totally crazy - it shows his warped brain in a nutshell

Subject: Re: Jelly

Posted by [Ani](#) on Tue, 22 Sep 2015 05:01:35 GMT

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I only fear one thing in life; time.

I was just going to respond with "lol" after glancing over pages of random crap, but it's also kind've amazing in retrospect.

I simply don't play Renegade so I don't know how truly bad it is these days, but with Jelly gone, I'm sure the game is not in its best of days.

Over the years, comms have come and gone, large and small, shit even RenCorner came and gone, came back and is now ran beyond well (imo) if it's one of the very last servers with action.

Shit is crazy, I for years always wanted to outdo Jelly and create a more popular community - childishly wishing "Jelly was gone." With it now no longer around, i'm actually extremely saddened and hate "time" that much more.

I'd kill for an action packed Crazy CTF game. I love you all. I seriously think we should keep a fund to keep this site operative for atleast the rest of my lifetime.

Subject: Re: Jelly
Posted by [ehhh](#) on Tue, 22 Sep 2015 07:35:48 GMT
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i always enjoying talking with dj

its a very unique experience

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Tue, 22 Sep 2015 11:01:09 GMT
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Ani wrote on Tue, 22 September 2015 07:01I only fear one thing in life; time.

I was just going to respond with "lol" after glancing over pages of random crap, but it's also kind've amazing in retrospect.

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Agreed on most Parts. Its sad for Renegade that another Server is gone, especially 1 with a long history. On the other hand this wasnt something that couldnt be expected over the past Time, as i said the pov many Players got wasnt very well, most likely do to the com acting like they were Gods. Many didnt had an alternative at a specific point where they could play so they bite their tongue and joined Jelly. Anyways, what happened happened and cant be undone. Lets hope RC

can stay up a long Time.

Subject: Re: Jelly
Posted by [ehhh](#) on Tue, 22 Sep 2015 12:52:42 GMT
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we were gods

Subject: Re: Jelly
Posted by [liquidv2](#) on Tue, 22 Sep 2015 17:42:29 GMT
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ehhh wrote on Tue, 22 September 2015 07:52we were gods

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Tue, 22 Sep 2015 18:03:01 GMT
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ehhh wrote on Tue, 22 September 2015 14:52we were gods

Acting like, not beeing, i.e. giving a shit to coms ideas and talk every idea to death with a 15+ pages topic.

Subject: Re: Jelly
Posted by [ehhh](#) on Tue, 22 Sep 2015 19:16:04 GMT
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yeah fuck discussion right

lol

Subject: Re: Jelly
Posted by [Good-One-Driver](#) on Wed, 23 Sep 2015 05:14:28 GMT
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dude I miss crazy ctf.

Subject: Re: Jelly
Posted by [ehhh](#) on Wed, 23 Sep 2015 08:35:56 GMT
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last time i played it was fucking dumb lol

units that jump 50 miles in the sky, able to buy invis havocs and shit

???

Subject: Re: Jelly
Posted by [shaitan](#) on Wed, 23 Sep 2015 15:43:04 GMT
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I never had a problem with Building Bars, alot of the players liked/used them. I tried to install them once, it didn't look so well on my 800x600 settings(P4 ftw!).

You guys are right about what each server sees as "cheating" and what another one doesn't. There's things Jelly would allow, and give to their users, that I never would. The Clearscope: which the only one we allow is it has to have the zoom bar, else no way. The anti-flame+smoke one: I've always blocked that one, until last year I think(I think it was someone continuously ranting about it, so I was like "here bitch now stfu").

I use Spongebob c4, the Under skin that changes that horrible Snow to Grass. PT naked ladies, ofc. When I know I am going to be flying a heli I change my reticle to that sniper small dot one.

Subject: Re: Jelly
Posted by [Good-One-Driver](#) on Wed, 23 Sep 2015 17:45:59 GMT
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this is the best ret, I got kicked at mpf for using this ret after they screenshotted me LOL

File Attachments

1) [Screenshot.25.png](#), downloaded 824 times

miketylde: unfair

OSTKD4rKz destroyed the Nod Tiberium Harvester (Mobile Rocket Launcher System VS. Tiberium Harvester)

Sheepeeshaun killed Starbuzz (Proximity C4 VS. Stealth Black Hand/Laser Rifle)



Subject: Re: Jelly

Posted by [ehhh](#) on Wed, 23 Sep 2015 18:17:34 GMT

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Imao legend

those super detailed radars were pretty sketch too imo :<

Subject: Re: Jelly

Posted by [shaitan](#) on Wed, 23 Sep 2015 18:42:31 GMT

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You son of a bitch, you're up to v9.3 and didn't say it? Go fuck yourself Driver.

Subject: Re: Jelly

Posted by [Wyld1USA](#) on Wed, 23 Sep 2015 20:59:52 GMT

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Jelly:

I think the staff new what was going on, knew they have server support - staff issues and realized the ability to fix those things could not be accomplished and did the best closing they could so they wouldn't have a empty server on the list.

Cheats:

Let's be clear, cheats are cheats. RGH, Big Bodies, etc. All cheats. Something that edits the code of the game to alter it in the players advantage.

In game advantages are different. Example Building Bars were an advantage for unskilled players that didn't know to check buildings on-going because players like me knew how many times to hit a building before an alert, hit a different one to cause the alert, and go back to finish the one started with never an alert broadcasted. Not a cheat. Advantage skins again, an advantage for a weak unskilled player.

DJ:

LOL you all love to make him jump like a little puppet. He doesn't even get sarcasm much less he is the butt of everyone's joke. I love how he talks - acts like he was here during the real Renegade days and tries to speak to it. Make him do that more, it is entertaining.

@Liquid lol you were spot on, he totally sucks in the server without his cheats and rages at players like he is something after he gets owned. (Really he can't stfu!) It was so nice not having him around, I'm thinking DJ was recently released from some German sex crimes prison. Zero drama. He's already riddling RC forums (I feel sorry for you Shai) with his BS telling the Mod staff how to moderate because he is such a Super Admin and has all that experience from the zero servers he was on staff. In no time "back" he has pissed off most of the staff. Classic DJ-Cry.

Quote: Posted 09 September 2015 - 04:37 PM

It would be nice if Mods in general would pay more notice to Regulars Invi-Hugging. Since i am not doing it anymore while im playing, as long as i can say so far, i expect Mods to enforce the rule especially on players when they face them. T

Quote:Posted Today, 05:14 AM

because you dont have permission to simply switch some1 without asking him, you are mod go switch yourself or ask.

I think all we need in addition to DJ is Trooprnm and JSchultz to start posting again and these forums will be on fire. My gosh it would be entertaining just seeing Trist keep up!

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Wed, 23 Sep 2015 22:55:32 GMT
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Wyld1USA wrote on Wed, 23 September 2015 22:59Jelly:

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How dumb are you actually e-janitor lol, on a Scala from lets say 0-10? If you cant answer this question or you dont understand how much of a joke you are feel free to ask some1 for assistance

Subject: Re: Jelly
Posted by [shaitan](#) on Wed, 23 Sep 2015 23:20:59 GMT
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Wyld1USA wrote on Wed, 23 September 2015 16:59
He's already riddling RC forums (I feel sorry for you Shai) with his BS telling the Mod staff how to moderate because he is such a Super Admin and has all that experience from the zero servers he was on staff. In no time "back" he has pissed off most of the staff. Classic DJ-Cry.

I'm letting Manny handle it, I'd like to see what he does/doesn't do. That's why I am being quiet in that topic.

Subject: Re: Jelly
Posted by [liquidv2](#) on Thu, 24 Sep 2015 02:04:48 GMT
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still seems amusing that DJ accused someone else of invisihugging - that's pretty much his entire offense disallowed

if the dude isn't glitching or cheating he's certainly not doing well, but that's not going to stop him from telling anyone else they're bad at the game

Subject: Re: Jelly
Posted by [Ani](#) on Thu, 24 Sep 2015 07:22:58 GMT
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liquidv2 wrote on Wed, 23 September 2015 22:04still seems amusing that DJ accused someone else of invisihugging - that's pretty much his entire offense disallowed

if the dude isn't glitching or cheating he's certainly not doing well, but that's not going to stop him from telling anyone else they're bad at the game

Some people fail to realize they may actually be dogmeat at a game and always blame it on other things.. 50% chance I play any kind of online game these days i'll run into someone like that.

I love League especially for this, kids have the audacity to go 0/9/1 and blame their teammates - lel

Subject: Re: Jelly
Posted by [ehhh](#) on Thu, 24 Sep 2015 09:43:33 GMT
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as much as a tool dj is

he wasnt wrong in either topic lol

Subject: Re: Jelly
Posted by [YesNoMayb](#) on Thu, 24 Sep 2015 13:32:56 GMT
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Are you tiara ingame, wyld?

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Thu, 24 Sep 2015 18:50:00 GMT
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YesNoMayb wrote on Thu, 24 September 2015 15:32Are you tiara ingame, wyld?

Wyld usually doesnt play, he cant handle the Game and the Players, you will most likely find him beeing afk on a TS Server or busy trying to crouch up some girls back in a Community. Whenever hes not busy trying to get on modteam and then doing nothing besides trying to give hugs n shit... Pretty poor Guy

Subject: Re: Jelly

Posted by [shaitan](#) on Thu, 24 Sep 2015 22:26:02 GMT

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-TLS-DJ-EYE-K wrote on Thu, 24 September 2015 14:50YesNoMayb wrote on Thu, 24 September 2015 15:32Are you tiara ingame, wyld?

Wyld usually doesnt play, he cant handle the Game and the Players, you will most likely find him beeing afk on a TS Server or busy trying to crouch up some girls back in a Community. Whenever hes not busy trying to get on modteam and then doing nothing besides trying to give hugs n shit... Pretty poor Guy

We're bringing Wyld back as HeadAdmin. Now you have nowhere to run. gg sir, gg.

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Thu, 24 Sep 2015 22:58:03 GMT

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shaitan wrote on Fri, 25 September 2015 00:26-TLS-DJ-EYE-K wrote on Thu, 24 September 2015 14:50YesNoMayb wrote on Thu, 24 September 2015 15:32Are you tiara ingame, wyld?

Wyld usually doesnt play, he cant handle the Game and the Players, you will most likely find him beeing afk on a TS Server or busy trying to crouch up some girls back in a Community. Whenever hes not busy trying to get on modteam and then doing nothing besides trying to give hugs n shit... Pretty poor Guy

We're bringing Wyld back as HeadAdmin. Now you have nowhere to run. gg sir, gg.

Well, he would be afk most of the time, pumping out some internal shit about how well educated he is, and tbh, if things go wrong he would leave the boat first, just like he did when st0rm shit happened. Relay on him and you are fucked up sooner or later, and be sure you rescue ur girls first otherwise the pedobear will take them on his boat and ^^

Subject: Re: Jelly

Posted by [shaitan](#) on Thu, 24 Sep 2015 23:24:09 GMT

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I'm going to relay with him as much as we can. GTFO WE HAVE MARATHONS TO RUN.

Subject: Re: Jelly

Posted by [ehhh](#) on Fri, 25 Sep 2015 10:24:31 GMT

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wait did you just call wilo a pedo

lol

Subject: Re: Jelly

Posted by [-TLS-DJ-EYE-K](#) on Fri, 25 Sep 2015 12:48:38 GMT

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ehhh wrote on Fri, 25 September 2015 12:24wait did you just call wilo a pedo

lol

Nope, Wilo was a cool as fuck Admin. Was referred to the E-Janitor.. Where is ACK when u need him

#ack_reply

Subject: Re: Jelly

Posted by [ehhh](#) on Fri, 25 Sep 2015 13:21:08 GMT

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oh seemed like it

Subject: Re: Jelly

Posted by [liquidv2](#) on Fri, 25 Sep 2015 21:13:11 GMT

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Wilo is a terrible human being

Subject: Re: Jelly

Posted by [iRANian](#) on Tue, 29 Sep 2015 06:58:01 GMT

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Well yeah he's Jewish

Subject: Re: Jelly

Posted by [ehhh](#) on Tue, 29 Sep 2015 13:14:10 GMT

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oh fuck

Subject: Re: Jelly
Posted by [liquidv2](#) on Tue, 29 Sep 2015 16:52:29 GMT
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I don't get it

Subject: Re: Jelly
Posted by [Good-One-Driver](#) on Tue, 29 Sep 2015 17:54:41 GMT
[View Forum Message](#) <> [Reply to Message](#)

I say we just ban dj Germany didn't even want him anymore

Subject: Re: Jelly
Posted by [-TLS-DJ-EYE-K](#) on Wed, 30 Sep 2015 22:46:36 GMT
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Good-One-Driver wrote on Tue, 29 September 2015 19:54I say we just ban dj Germany didn't even want him anymore

Blame my ISP for it, dunno y they route me over Austria
