
Subject: Hey WW, thanks for the new *(!&%ing swear filter you asi
Posted by [Anonymous](#) on Sat, 04 May 2002 16:16:00 GMT

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I've had it with this game.WW seems to have now placed a swear filter on every server that not only robs you of all your credits when you DARE to f*cking curse, it also prevents you from doing any damage for an undetermined amount of time, as well.Evidence (two different servers):On a game of Field I just played, I planted a nuke behind the GDI ref in _Field - like I've done tens of times before. I defend the nuke, it goes off. NOTHING. No death of the person trying to disarm it, nothing.And it did detonate - I saw the smoke plume from the NOD base.GDI's response: "LOLOLOLOLOLOL YOU PUT IT AGAINST THE WALL!" I've taken the ref and barracks down in field as Nod at LEAST 25 times. I KNOW where to place that beacon.-----On Islands - I infiltrate the base as a technician and plant my C4 on the MCT of the refinery. Both timeds detonate - nothing. For sh1ts and grins I hit the remotes - nothing.So goodbye, Renegade. Been a "70\% rating" of fun - which is the verdict I gave this game in my recent review of it. I'm now thinking of putting it lower.EA: "End-users are complaining Renegade is laggy. Do something about it or have the whiny ones killed."WW: "WE KNOW, WE'LL JUST SLAP A FIREWALL ON WOL WHICH'LL CAUSE A SH1TLOAD OF UNFORESEEN LAG/LOST PACKETS AND RANDOM DISCONNECTS - *AND* RAISE AVERAGE LAG NUMBERS BY 30-50ms OR MORE!" [May 04, 2002: Message edited by: destruyax]
