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Subject: Re: Server owners, or servers in general...  
Posted by [Crimson](#) on Sun, 16 Apr 2006 07:29:05 GMT  
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Dover, your inability to understand this still amazes me. The house analogy is PERFECTLY VALID AND ENTIRELY APPROPRIATE. Renegade servers are not open to the public. They are open to people who have purchased the game. As the person who pays the bills, we have the right to say who can and can't play on our servers.

You can argue it all you like, but we have a kick command and we'll use it if we so choose. If you don't like it, complain to EA and see what they tell you.

In fact, on the contrary side, I could run a server that automatically says "FUCK ALL YOU <random racial slur>S" every 10 seconds and gameover'ed the map every 2 minutes. I could run a mod that makes everyone die every 18 seconds. Would you play on that server? No. You choose not to play on a server like that, and we decide we don't want certain players in our servers.

If you don't like it, complain to EA and see what they tell you. After all, the owners of the game itself have the supreme authority, right?

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