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Subject: Re: LOL...UN

Posted by [omegavolt](#) on Wed, 05 Jul 2006 16:06:47 GMT

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I'm sorry you all feel that way. Though I'm not on a lot anymore, in the past (pre-RG), UN had to deal with A LOT of cheaters. Half of any map we ever played was spent proving people had BH (most did) or FinalRen or some other crap. I mean, it was like a second job. A lot of that caution has carried over till now, with bypass hacks and all.

I hear a lot of hate for tthom, and thats a real shame. tthom is one of the nicest guys you'll ever meet. If he's wronged you somehow, and it was a legitimate mistake, he'll bust his tail to get you back in our servers. But he won't take BS from anybody, nor should he have to. The guy pays half of our server expenses.

As for the other mods, there's only so much control we have over them. But we pick people that play a lot and have our trust. But for as many people that have complained that our mods are too strict, we have just as many saying that there aren't enough mods on to regulate things when they play. Again, if you have a legitimate complaint, we will handle it as best we can. Its hard to please everyone.

No one in UN will claim we are perfect, nor do we expect anyone else to claim that, yet all we hear are complaints that we aren't running a tight ship over in our servers. But hey, if our servers are as bad as some people seem to think, then why are people upset about being banned from there?

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