
Subject: Re: EA's Officially sponsored sites
Posted by [Spoony](#) on Thu, 14 Sep 2006 09:59:12 GMT
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Crimson wrote on Thu, 14 September 2006 10:49I don't see how it would matter. At any rate, I found the thread:

http://136.142.210.78/cw/ubb/cgi/ultimatebb.cgi?ubb=get_topi c;f=14;t=002154;p=1

The first post anonymous was mine. All the rest of the anonymous "Crimson"s were not me and an IP check would confirm it.

Yeah. That is true. I believe I've already publicly said this.

Some idiot impersonated you, and that means Clanwars.cc is not and never will be capable of running a clan ladder... please.

Every time I see someone say they aren't using Clanwars.cc because blah blah blah... it's NEVER because of a flaw in the system or an incompetent admin. I love that. It's always something that happened two years ago, or one random idiot who doesn't represent the site starting a flamewar somewhere...

Crimson wrote on Thu, 14 September 2006 10:49However, everything the fake "Crimson" said in that thread, except the first post, are words that I am still being held to, to this day. no, you aren't... I held them to you ONCE because I didn't know it was an impersonator. Your first post was anonymous, what do you expect? Then you told me it was an impersonator, and quite simply, I believed you without bothering to look for proof. I don't recall anyone else bringing them up... for a long, long time.

Crimson wrote on Thu, 14 September 2006 10:49And if you want to see an example of what happened last time I tried to use the CW site when I was in a clan, check out this thread where, to this date, my clan was never credited with the wins.

Stop me if I'm wrong but didn't the Renegade Admin give you the points?

That was the old ladder on auto, and an auto league is never perfect. Even our new BFME2 auto league (the official one we run for EA, in the most definite sense of the word "official") isn't perfect, sometimes games don't report because gamespy are crap, no offence to them. That's the nature of the beast for an auto league, and it's why we changed to a manual league a year ago (the fact the automatic clan pages kept dying was also part of it). FYI, this was about a month or two before I first became a ren-admin. Since the change to manual league, there has never been a problem of that nature. Game data has never, ever been lost in the manner auto league data could be, and (this I promise you:) will be for your project.
