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Subject: Re: Ideas to help newcomers/people joining a serv mid-game

Posted by [EvilWhiteDragon](#) on Mon, 05 Oct 2009 11:48:41 GMT

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liquidv2 wrote on Mon, 05 October 2009 13:29 EvilWhiteDragon wrote on Mon, 05 October 2009 04:11 @liquidv2:

You're a hypocrite you know? You say that Renegade is designed for 16VS16 players. Then why do your holy Jelly servers have player limits of 58 and 46?

And now you're complaining about all this being modifications. Yes these are modifications, but I know that they don't have any problem with that at Jelly. Something about Orca's and armourmods.

marathon is set to almost 60 players but has never tested the pointmod; jelly 1 was set at 40 players when the pointmod was used on there for over a year and a half, and it was not full most of the time (it was usually somewhere above halfway full and full, so somewhere around 13 to 17 per side)

if you've been in the server in the past two years you would probably notice that there is no modification to armor in any way (it was in place years ago but disappeared when the pointmod was first used and has not been used since)

but by all means keep going with information that has been irrelevant for over two years now

You're saying that you still don't want to use the pointfix because you want to and keep loads of credits and not "modify the original intended gameplay". At the same time you're also saying that I don't know shit because I'm not playing the way it was intended with 16VS16 players.

Now I'm pointing out that you don't do that either. So either you're a hypocrite, or your arguments are invalid.

Both mean you're wrong.

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