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Subject: Re: RenX: waiting for players

Posted by [luv2pb](#) on Mon, 19 Oct 2009 01:06:12 GMT

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CarrierII wrote on Sun, 18 October 2009 11:23luv2pb, whilst you may have a point, I do stress that RenX is an unfinished product. Thus, we can expect a number of bugs, I've already let the highly provocative and highly unnessecary signature image of yours slide, you don't need to bring up your grief with RenX in every RenX related thread. If you do so again, I shall give you a warning, because all it seems you're trying to do is start a flame war. If you have a problem with RenX, go start a thread about it in a sensible and mature fashion, but I would like to indicate to you, once again, that is is unfinished and that a number of your own issues with it (from what I recall you posting before) has already been acknowledged by the team as something they have not yet had the time to fix. This entire attitude of yours is rude and not welcome here. The purpose of this thread is to get people on to RenX, and your post is NOT in any way related to that. If you aren't going to join (just like I and several others) have not, then you don't need to post as such (just like I and sever others have not posted).

OK?

So wait. It is acceptable to beat each other off if you like renx. But because I see it as a steaming pile of garbage (being early/beta/unfinished/whateveryouwanttomakeanexcusefor) my opinion is not welcome here? How does that work? I wasn't aware that only favorable opinions were welcome.

The question by zunnie was "you guys want to join me?". I answered that "I do not". I really don't see how that is a problem.

I really would like a clear explanation.

(I will adjust my siggy to make it smaller)

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