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Subject: Re: What's your lowest point in renegade been?

Posted by [luv2pb](#) on Sun, 01 Aug 2010 04:07:23 GMT

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nikki6ixx wrote on Sat, 31 July 2010 15:54luv2pb wrote on Sat, 31 July 2010 00:51nikki6ixx wrote on Tue, 27 July 2010 21:49The NS/Exodus split. People in high positions on both sides could have easily prevented much of the hemorrhaging had there been some foresight and a little more 'smart' to go around.

C'est la vie.

I find this confusing tbh. If that were in fact your lowest point then why did you do it? For that matter why have you not tried to fix it?

If I could save Ren/bring players back to Ren (referance to my low point) I sure as hell would.

If you're asking me individually, I can only say that I did try to curb it, both on NS and Exodus, as did others.

On NS' forums, I remained, and posted on the Marketing section a couple topics asking for reconciliation, and toning down stuff like the word filter, and immediate disabling of PM rights. Plenty of people who 'left' still wanted to remain on good terms with NS, and would likely have been happy to come back after a while after things chilled out.

At Exodus, I was given Admin privileges, but had them taken off so I could still try and work in NS' Marketing and not be cast off as some sort of interloper on either side.

But for whatever reason, my access on Marketing was cut abruptly, without any explanation.

Even before that, I was busying myself with organizing NS 10v10's, and intercommunity wars, along with MUDKIPS, and others. They were surprisingly successful too; one of the things that upset me most about the big RQ was that it occurred right after NS' victory over Jelly in a commwar; Jelly was so embarrassed about it that they kept saying it was a funwar. Whatever floats their boat, lol.

After the RQ, I lost privileges to the forum to help organize more matches, as well as the playerbase that participated. I wasn't pleased with this, but I didn't fuss because then I figured it'd be futile, and written off as 'faildus rage' or something to that nature.

Additionally, in the IRC channel #jason761 on NS' network during the whole ordeal, there were quite a few of us saying that we ought to slow everything down, and wait; we were actually doing quite well until the channel was shut down. Not only did that take us off guard, but we were made out to be people who were anti-Crimson, and anti-NS.

I'm even going to say that had I had access to the moderator's forum and posted in the 'ragequit' thread, it would've likely slowed the tide. I know that sounds terribly big of me to say so, but I do believe that would've been the case. Of course, I turned down a couple invitations to moderate, so in hindsight, I was a real moron.

After being cut off from Marketing, and the closure of #jason761, I felt NS was not interested in reconciling differences. That was only reaffirmed with other intrusions into Exodus' space, and back-biting between both sides.

In response to your second point, the community I belong to has always been trying to keep the Ren community together in the broader sense. Exodus merged with a couple smaller communities, including the dedicated Renz0r crew who occupy a small, but significant area of the game.

Exodus' hosting, and organization of the RGCT is also another indication of how the community is out to support the game. I feel that is an adequate way of trying to keep people around, and I'd say it's been relatively successful.

Thirdly, I can only assume that 'fixing' involves a re-integration with NS. After all the mudslinging that took place, and some really bad calls and moves by either side, that simply cannot happen. I did my best, as did some others, but moves by yourself, and Crimson negated any goodwill we were trying to rebuild. Those were your decisions, though. Perhaps in your shoes I may have acted the same, who knows. I've gotten over any bitterness, and am now just concerned the business of helping in Exodus however I can.

So there's my super-long, ReneRun-down.

I didn't mean to imply I thought reintergration was a fix or even that there was a fix. I just found it a strange response that I honestly didn't think would come up in this thread. It's kinda like saying the low point in my life is when I installed WOW. Ok, so fix it. Un-install it, go take a shower and get out in the world. I guess you just have enough balls to put a little pride aside and say it.

The marketing team went very cold after the split. It wasn't till later that creed stepped up and finally brought some much needed life to it. At that point he started fresh. You not being part of it was honestly not intended as spite but simply because you were not around. There was a obvious conflict of interest but to this point every one who has wanted to come back we have been able to work with. All you had to do is say something.

Many people like to credit both sides with epic failures. Tbh, I think there was a heavy case of over reacting but there was no stopping that snow ball. 51% of the problem comes down to one persons poor decisions that sadly a year later still creates the complete scope of the problem. The other 49% is simply pride of course.

Since were being all open and shit I feel it necessary to share back. The original intent of the "great ragequit 2010" forum thing was actually for a purpose not just to be an enormous failure of nothing. I had written up multiple things meant to rectify some of the fail and at the very least create an environment that wasn't hostile. We were debating the finer points about a month before n00bparty when we scraped the idea. Some one decided it was necessary, a year later, to run their mouth. I'm not gonna out the person as it server no purpose at this point but the attitude was just arrogant and stupid. It grounded us and reminded us why this whole mess happened in the first place and that nothing had changed. We decided to just stay the course and keep doing what we do. We know the stats, the numbers and who is actually playing in our server.

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