iRANian wrote on Mon, 12 September 2011 19:03That's because Jelly mods are on like 2 hours every month or so, except for 1-2 of em. Are you seriously criticizing him for requiring his mods to be mods now and then?

St0rm banned flaming APC yesterday and they've added some scripts to prevent it too. They're running 4.0 on their server and are really pushing it on their players, I'm really enjoying being able to play games without random players (e.g. that 'kim' guy in Jelly Marathon) blatantly using *cheat name removed*aimbot to headshot me while he's standing still whenever I'm playing on the server.
I had expected the comment to backfire. Rest assured that we are aware of the fact that the servers lack moderators who are actually ingame and I've already flagged this internally and we're trying to work it out the best we can. We've went across our moderators asking them if they recognized themselfs if they have turned inactive and if so, why. During the summer months they have noticed (and so have I personally) that they have been busy with, don't be surprised, the real life. Seriously, it happens. We've answered with some promotions and we have assigned more permatemps (paradox?!) to the servers to give some new potential moderators in our eyes 1. a chance to keep the servers clean of the daily stuff such as th, gta, and so on and 2. a chance to possibly put themselfs in our spotlights if they appear to be doing tremendously well as a moderator. We've asked some permatemps if they wanted to be moved up to a half moderator, but I know of at least one person who actively refused so and preferred to remain in his current position as a permatemp. If you have a different suggestion how we should tackle this issue, please do let me know. I, however, do not wish to create an environment for our moderators where they are forced to play x hours per week. The game should be joined for fun and/or to relax; not because you're forced to join or you risk losing your position.

We are internally discussing whether or not we should put on Scripts 4.0 on our server(s). We also have several plugins that require to be ported. Seeing as how I am currently messaging this from a dongle and don't have a solid internet connection, I can't make any changes myself such as altering the autoannounce file, MOTD, to direct players to TT - as I'd also like people to find it, know about it and help beta test it. This is also the reason I can't set up a test server and try to create a server with the same settings as our current setup.