
Subject: Re: Jelly

Posted by [liquidv2](#) on Sun, 06 Sep 2015 03:22:53 GMT

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shaitan wrote on Sat, 05 September 2015 10:34DJ, don't cheat, and then there's no problem. if he can't cheat and he can't invisihug then he's just going to get his ass kicked, bitch at players, and eventually leave - it's a win-win for everyone

Pyr0man1c wrote on Sat, 05 September 2015 14:45Liquid, the problem concerning moderators wasn't that you didn't take chance on random people, it was that the admins weren't active enough ingame etc, and so they were unable to judge potential candidates properly. I assure you back then, there were people who were competent and responsible enough to be moderators (some with little guidance), you just didn't see it.

That's my perspective, having played at Jelly from 2013, and from being an active member of many other communities.

I haven't been active since well before any of that, but I will tell you I was fed up to the point of almost leaving back in 2013 because of mod issues (mainly things not being done by people that could have done them but simply chose not to)

the admins weren't around whatsoever, and neither were most of the seniors - as I said elsewhere, Jelly was largely a ghost ship floating down a metaphorical river only held afloat by its passengers choosing to come back

Xpert wrote on Sat, 05 September 2015 18:48Jelly's downfall was because the admins and seniors were never around. And when they were, they kept making decisions based on their opinions alone and not the opinions of the people who actually play on the server. They kept trying to keep the server as close to "vanilla" as possible but that wasn't popular anymore with the direction Rencorner and MPF was going. Great ideas of people who played there were always getting turned down or looked the other way.

exactly what I'm saying - no matter how players voted for things, the ones with the ability to make the changes would only act on it if it was something they wanted, and it was infuriating

I personally thought Arid and Creekdale weren't bad maps, but I wasn't around to actually play them and had no idea how they'd go on a Marathon server - it would have made sense to either lower their frequency or switch them out when it was deemed they were hurting the player counts, but that would have required someone being around for it

At the same time, Arid and Uphill were also being tested and from what I've seen are both pretty good maps to play

There was a period where Unit's version of Field was forced onto the player base for weeks on end, and every time a new version was done it would be slapped on and everyone would have to re-download it (which isn't a big deal with 4.0, but people still playing Jelly Renegade weren't huge proponents of change)

On top of that, the rotation put together had little to no thought to it and was left running for way too long without input from others
i0ncl0ud always made the best rotations, including one that was used for over 2 years, but no one thought to ask him (or anyone else, for that matter)

I'm not blaming anyone for Jelly's demise as I wasn't there either, but as time went on people simply moved on to other things - this 13+ year old game was replaced by PS4s and MMORPGs and more modern FPS titles, along with people starting families and having busy schedules and college and jobs and whatnot

I think RenCorner is more fit to carry the torch of Renegade's future, and hope they do so well
