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Subject: RA: A Path Beyond - Important notice.  
Posted by [Alexraptor](#) on Thu, 10 Jan 2008 16:33:30 GMT  
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Greetings, for those thinking of downloading "Red Alert: A Path Beyond" which is a standalone mod based on the Command & Conquer Renegade engine. While it is a nice game/mod it is unfortunately subject of several team members who are abusive internet bullies.

I created a thread on the "official A Path Beyond forums" regarding my perceived lack of server choices, a post that was written in a calm and civilized manner. Immediately i was attacked not only by staff/moderators of the official server but "A Path Beyond" staff as well. I was provoked into retaliation as I found the attacks unfair and unjustified. I may have said a few things in the heat of the moment, but nothing to warrant the level of abuse that was to come. I ended up getting 4 warnings, 2 for the same posts within just 1 minute without me even having time to make any other reply, and a third time for something that did not even relate to the thread in question at all, and then lastly a 4th time without even having said a word since the last one. On top of that i have been called faggot, asshole in public by forum the moderators.

This is something i just find totally unacceptable, not to mention immature to resort to petty name calling. Especially for a team of a respectable standalone mod such as this that even has the attention of EA. I'm not telling you people what to do, I'm giving you something to consider before you either support "Red Alert: A Path Beyond" or consider lending the team behind it your talents. I just do not see why anyone else should have to risk being subject of the same abuse that i have.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 16:38:19 GMT  
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I stopped playing APB due to "internet bullying" also. There is some serious fagatory going on there.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Zion](#) on Thu, 10 Jan 2008 17:36:32 GMT  
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I do agree they are immature, however, the reasoning behind the 'lack of servers' is because people aren't dedicated enough to host APB servers.

MP Gaming are hosting their server, they have a coder (Oxi) who has made several modifications to the regulator which makes it better than the actual FDS.

Another reason why there is only a few servers is the lack of regulators made for APB. Danpaul is

porting versions of BrenBot to work with APB's FDS.

It's not like the FDS is closed to select people, you can download it from the site. So if you're complaining about the 'lack of servers', you need to ask server hosters, not APB Staff.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [reborn](#) on Thu, 10 Jan 2008 18:00:02 GMT  
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No, the FDS they have on there page is the older FDS version. There is no public SSAPB, however it isn't too hard to make an FDS out of the client (although it is going to be prone to crashing as it has not got the "fixed" code that SSAPB has).

The guys lag issue is strange. He experiances lag all the time when the server has over 16 players. You could argue that it's something to do witht he client or some crappy server code if it happened now and then to all people. But it doesn't. It only happens to him, and it happens when there are more then 16 players constantly (but no one else).

You can only really conclude that there is an issue on his client.  
Either he has a slow machine or conection, or perhaps he has a graphics card driver or card that is hated by scripts.dll.  
Eitherway, I really don't think it is a server-side problem.

I think it's your total lack of being able to entertain the idea that the problem may lie at your end causing people to get frustrated and annoyed with you. Granted the client problem may be out of your controll, but I really don't think it's on the server...

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 18:02:18 GMT  
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reborn wrote on Thu, 10 January 2008 12:00No, the FDS they have on there page is the older FDS version. There is no public SSAPB, however it isn't too hard to make an FDS out of the client (although it is going to be prone to crashing as it has not got the "fixed" code that SSAPB has).

The guys lag issue is strange. He experiances lag all the time when the server has over 16 players. You could argue that it's something to do witht he client or some crappy server code if it happened now and then to all people. But it doesn't. It only happens to him, and it happens when there are more then 16 players constantly (but no one else).

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Either he has a slow machine or conection, or perhaps he has a graphics card driver or card that is hated by scripts.dll.  
Eitherway, I really don't think it is a server-side problem.

I think it's your total lack of being able to entertain the idea that the problem may lie at your end causing people to get frustrated and annoyed with you. Granted the client problem may be out of your controll, but I really don't think it's on the server...  
... Where did you dig up the issue about lag?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Spice](#) on Thu, 10 Jan 2008 18:26:18 GMT  
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I'm positive we can get this issue sorted out, not all the team members are the same. What kind of problems are you having?

- Joe

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Alexraptor](#) on Thu, 10 Jan 2008 18:26:31 GMT  
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There were two issues, one on mp-gaming forums, where i thought i was having serious lag issues which in the end was debunked.

Then on the APB forums, where i posted accepting that my side of the line may not be up to par with US based servers. Thats why i posted with the question of why there are no other closer alternatives, which almost right away started with attacks and the bullying that followed. I never was rude or agressive until i was attacked, and even then i showed a certain degree of restraint.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Spice](#) on Thu, 10 Jan 2008 18:34:23 GMT  
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We'll get to the bottom of this, rest will be assured!

What are your system specifications?  
What kind of connection do you have? (DSL or Cable?)  
Do you play any other online games?  
If so, what size servers do you play in?

Last but not least, go to this website and complete the speed test. Afterwards, post your results in this topic.

- Joe

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Alexraptor](#) on Thu, 10 Jan 2008 18:41:18 GMT  
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Well this thread kind of isnt about my game issues, but rather of how quite a few out of the APB staff have been abusive(i could give names but i wont).

But fair enough if you insist.

Dual 2.2GHz Xeon's

2gb RAM

GeForce 7800GS eXtreme AGP8x 256mb OC @ 500/1500MHz

(and yes turning down the shaders made no difference for the lag issues).

As for the connection, yes i use DSL, i also Play F.E.A.R Combat(16p) and Star Trek Voyager: Elite Force(up to 32p)

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 18:45:18 GMT  
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216Kb/s is not a lot...

If you're using a WLAN router, make sure the port on it is open, even if the firewall is turned off it can still block/slow it down.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Zion](#) on Thu, 10 Jan 2008 18:52:14 GMT  
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cnc95fan wrote on Thu, 10 January 2008 18:45:216Kb/s is not a lot....

If you're using a WLAN router, make sure the port on it is open, even if the firewall is turned off it can still block/slow it down.

That says 276, not 216...

And agreed, your connection isn't exactly great.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Alexraptor](#) on Thu, 10 Jan 2008 19:01:29 GMT  
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No it isn't, i usually don't have problems with european servers thou, but US servers to tend to be problematic in general.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Spice](#) on Thu, 10 Jan 2008 19:21:06 GMT  
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Are you in the United States? If not, where are you located?

Are you using a router on your modem or is the modem directly going directly to your PC?

If you are using a router, what brand router is it? Do you know the model number?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [CarrierII](#) on Thu, 10 Jan 2008 19:25:55 GMT  
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He's in Sweden, if the APB server is US based, his connection is going to suck, nothing that can be done, save buying Sweden a better international I'net service.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [fatalcry](#) on Thu, 10 Jan 2008 19:48:32 GMT  
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I got to admit i hated the way they spoke to me when i resistered to the apb site because of the way I was typing such as no capital i's and few of my words was cut due to the fact that im plain lazy. anysways i've stopped posting on there now and i was afraid to resister on C&C reborn site just in case i got abuse again i do check reborn and read topic as a guest but i don't particularly want to post a reply and stuff.

It was like this on the game Tiberium sun as people on there was very abusive and rude, thats why i quit playing it.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [GEORGE ZIMMER](#) on Thu, 10 Jan 2008 20:11:52 GMT  
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Welcome to the internet!

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Spice](#) on Thu, 10 Jan 2008 20:19:21 GMT

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You have nothing to worry about on the Reborn forums, if you are being harassed for no apparent reason; I will ban that user from the forum.

I'm not going to ban people for getting in arguments but I don't tolerate harassment. Most of our users are very friendly though.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Alexraptor](#) on Thu, 10 Jan 2008 20:51:25 GMT  
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Good to hear , and from the looks of it Reborn is going to be awesome upon release.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Canadacdn](#) on Thu, 10 Jan 2008 20:55:02 GMT  
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Download Roleplay 2.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Thu, 10 Jan 2008 20:56:22 GMT  
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Dec. 31st, 2006

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [cnc95fan](#) on Thu, 10 Jan 2008 21:01:21 GMT  
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sadukar09 wrote on Thu, 10 January 2008 14:56Dec. 31st, 2006  
Everybody makes mistakes

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Chronojam](#) on Thu, 10 Jan 2008 22:37:50 GMT  
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<http://cnc-tech.planetcnc.gamespy.com/index.php?showtopic=3924>

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Alexraptor stop being a faggot and instead talk to me or the lead moderator next time. This is why somebody could be prompted to call you an asshole. You do this, instead of talking to somebody you should talk to.

The lag issues refer to his comments in  
<http://www.apathbeyond.com/forum/index.php?showtopic=15973&st=0>

Coolrock Warned on Today, 10:17 AM

Added to warn level I have no idea what the fuck your problem is, but I do know you're getting warned for it.

Raapnaap Warned on Today, 07:12 AM

Added to warn level Endless omplaining about the server, and acting like an asshole.

drunkill Warned on Yesterday, 09:53 PM

Added to warn level Same as above (or below?) being an asshat.

Also you were called a faggot for the following--

Quote:QUOTE(Alexraptor @ Jan 9 2008, 03:47 PM)

Ill complain if i want to, i don't give a rats ass for the way you see who has rights and who does not. Don't like to hear my complaints about available servers? Tough, live with it, it comes with the job of creating a game, free or commercial.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Thu, 10 Jan 2008 22:38:42 GMT

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Alexraptor wrote on Thu, 10 January 2008 08:33Greetings, for those thinking of downloading "Red Alert: A Path Beyond" which is a standalone mod based on the Command & Conquer Renegade engine.

While it is a nice game/mod it is unfortunately subject of several team members who are abusive internet bullies.

I created a thread on the "official A Path Beyond forums" regarding my perceived lack of server choices, a post that was written in a calm and civilized manner.

Immediately i was attacked not only by staff/moderators of the official server but "A Path Beyond" staff as well. I was provoked into retaliation as I found the attacks unfair and unjustified. I may have said a few things in the heat of the moment, but nothing to warrant the level of abuse that was to come.

I ended up getting 4 warnings, 2 for the same posts within just 1 minute without me even having time to make any other reply, and a third time for something that did not even relate to the thread in question at all, and then lastly a 4th time without even having said a word since the last one. On top of that i have been called faggot, asshole in public by forum the moderators.

This is something i just find totally unacceptable, not to mention immature to resort to petty name calling. Especially for a team of a respectable standalone mod such as this that even has the attention of EA.

I'm not telling you people what to do, I'm giving you something to consider before you either

support "Red Alert: A Path Beyond" or consider lending the team behind it your talents.  
I just do not see why anyone else should have to risk being subject of the same abuse that i have.

If you can't handle being called an "asshole" or a "faggot", you may want to serriously reconsider being on the internet.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Chronojam](#) on Thu, 10 Jan 2008 22:48:36 GMT  
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Quote:Alexraptor @ Jan 10 2008, 06:28 AM)  
Oh noes a warning! oh noes more attacks! my life is over! boohoooo must run off and cry to my mom and tell her how mean you are.

I guess your post wasn't sarcastic, based on the fact you DID run off to go cry and tell people how mean we are. Rolleyes indeed.

Also speaking of abuse, Alexraptor clearly missed the reign of Aircraftkiller, didn't he?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Thu, 10 Jan 2008 22:51:39 GMT  
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Funny thing is, every time people post BS like this and claim to be calm and respectful, the logs always show otherwise. Why is that?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [u6795](#) on Thu, 10 Jan 2008 23:57:10 GMT  
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Sounds like nobody was a dick to Alex until he threw out the "I DONT GIVE A RATS ASS LOULZ" comment. Which is justified, entirely.

Funny.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Fri, 11 Jan 2008 00:08:23 GMT  
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Someone link me.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [BlueThen](#) on Fri, 11 Jan 2008 00:15:14 GMT  
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"Hi"  
"Hi"  
"CALM DOWN, BRO!"  
"What?"  
"STOP FUCKING INSULTING ME!!!!"  
"?"  
"WHAT THE FUCK! THAT WAS DISREPSECTIFUL!  
"What are you talking about..?"  
"DON'T TAZE ME, BRO!"

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Fri, 11 Jan 2008 00:35:07 GMT  
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<http://www.apathbeyond.com/forum/index.php?showtopic=15973>

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 00:47:09 GMT  
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<http://www.renegadeforums.com/index.php?t=msg&th=27338&start=0&rid=4> 915

And this might be off topic, but I tried that speed thing, and I got just under 10,000Kb download and just under 2,000Kb upload.

<http://www.speedtest.net/result/220810719.png>

..No wonder I don't lag that much on either Renegade or APB when everyone else says they do.  
O\_o

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Alexraptor](#) on Fri, 11 Jan 2008 00:49:03 GMT  
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Predictable, here for damage control?

Read the thread and you might actually see that i did not become disrespectful and throw off the "rats ass" comment until provoked. Quite frankly, i am not the instigator of this mess.

Kind of interesting also how you chose "not" to quote "One Winged Angel". When even he could see the attacks and intolerant nature upon myself.

<http://www.apathbeyond.com/forum/index.php?s=&showtopic=15973&view=findpost&p=316077>

Oh and lets also look more closely on that log.

Coolrock Warned on Today, 08:17 AM

Added to warn level I have no idea what the fuck your problem is, but I do know you're getting warned for it.

Raapnaap Warned on Today, 05:12 AM

Added to warn level Endless omplaining about the server, and acting like an asshole.

drunkill Warned on Yesterday, 07:53 PM

Added to warn level Same as above (or below?) being an asshat.

drunkill Warned on Yesterday, 07:52 PM

Added to warn level Pretty much the whole topic:

<http://www.apathbeyond.com/forum/index.php?showtopic=15973>

Being rude and prudent towards others and not realising people spend money and time for his enjoyment.

Drunkill warning number 2 is exactly one minute after the first, without me even having posted at all. Raapnaap, endless complaining about the server? kind of BS considering i was not even complaining about the server in the thread in question. Warning number 4? amusing, i had not even posted again after the so-called last warning. Clearly, these warnings were mostly made because your people "felt like it". Now on the other hand while i admit(and have not even tried to deny) i said some things in the heat of the moment, it would not even have happen if mp-gaming and APB staff had not attacked me in the first place.

I even tried to diffuse the situation after my "rats ass" remark(<http://www.multiplayerforums.com/index.php?showtopic=3415>), linking to an extensive post, but your people would have none of it and went on with the attacks and flaming with the "asshole" and "faggot" remarks. Hence what provoked me again into making the "Oh noes a warning! oh noes more attacks! my life is over! boohoooo must run off and cry to my mom and tell her how mean you are" comment.

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 01:02:04 GMT  
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Also, why is this in the "Mod" section of the forum?

It may be about APB, which is in fact a "mod" but the issue at hand is definitely not related to modding.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Fri, 11 Jan 2008 01:14:55 GMT

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Alex, you were being a douchebag. End of story.

Post #4:

"...then you are either very blind or have bad memory"

Post #9:

"Are you people dumb for real or just not reading?"

(Mild provokations, to be sure, but provokations nonetheless)

You go on like this until Post #23, when this "rat's ass" business starts up:

"Ill complain if i want to, i don't give a rats ass for the way you see who has rights and who does not. Don't like to hear my complaints about available servers? Tough, live with it, it comes with the job of creating a game, free or commercial."

And you continue being a douchebag for another page and a half. I'm sorry Alex. You get no sympathy from me. You live in Europe. The server is in the US. DEAL WITH IT.

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Subject: Re: RA: A Path Beyond - Important notice.

Posted by [Dover](#) on Fri, 11 Jan 2008 01:18:43 GMT

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Also, I highly recommend you change the title of this thread from "RA: A Path Beyond - Important notice." to something like "HAY GUIZE LOOK AT ME ACTING DUMB", since your post isn't important, doesn't cause me to notice anything (Besides that what goes around comes around), and has very little to do with APB.

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Subject: Re: RA: A Path Beyond - Important notice.

Posted by [Alexraptor](#) on Fri, 11 Jan 2008 01:20:41 GMT

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I do not require sympathy, for all i care you can think i'm the biggest asshole on earth. However, future potential players/users deserve to know the truth of APB and its unprofessionally abusive staff.

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Subject: Re: RA: A Path Beyond - Important notice.

Posted by [OWA](#) on Fri, 11 Jan 2008 01:22:01 GMT

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Alexraptor wrote on Fri, 11 January 2008 00:49

Kind of interesting also how you chose "not" to quote "One Winged Angel". When even he could see the attacks and intolerant nature upon myself.

I could see how it got all out of hand on a matter of both sides. Shit got escalated and results in this. An APB hate thread. It's not really in your best interests to post these AlexRaptor, since things can happen which can be out of your control, i.e. banning from the forum and server.

Hopefully this will teach people to be more tolerant of each other and not be at each others throats.

Talk about making a mountain out of a friggen molehill.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Genesis2001](#) on Fri, 11 Jan 2008 01:23:01 GMT  
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R315r4z0r wrote on Thu, 10 January 2008 17:47And this might be off topic, but I tried that speed thing, and I got just under 10,000Kb download and just under 2,000Kb upload.  
<http://www.speedtest.net/result/220810719.png>

..No wonder I don't lag that much on either Renegade or APB when everyone else says they do.  
O\_o

/hate

D:<

~MathK1LL

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Fri, 11 Jan 2008 01:51:12 GMT  
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Alexraptor wrote on Thu, 10 January 2008 17:20I do not require sympathy, for all i care you can think i'm the biggest asshole on earth. However, future potential players/users deserve to know the truth of APB and its unprofessionally abusive staff.

If they deserve to know the truth, why don't you let them play and experience it for themselves, instead of trying to contaminate them with your evils against them?

Understand, jackass, that this is a problem exclusive to you. I've been playing APB on-and-off for years now, and I've NEVER had a problem with ANYBODY. They were abusive toward you because, really, you were asking for it. You posted that thread with the intent to pick a fight, and you picked it. Then you're going to pull this "OH NOEZ LOOK HOW MEAN THEY WERE TO ME!!!1!!1!!1!1!one1!1!shift!1!"? Hell no. GTFO my internets.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 01:55:54 GMT  
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I kind of agree. They may of "started" it, but you continued it until it escalated out of control.

After that, I don't think you have the right to say "they where being mean" when you where doing the exact same thing.

Now I'm not taking either side here, but I just think that both APB and yourself have a problem that needs to be dealt with that doesn't concern getting more people involved.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [jnz](#) on Fri, 11 Jan 2008 02:00:48 GMT  
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Alexraptor wrote on Fri, 11 January 2008 01:20I do not require sympathy, for all i care you can think i'm the biggest asshole on earth. However, future potential players/users deserve to know the truth of APB and its unprofessionally abusive staff.

You were the one being abusive, they were trying to help you with the problem. You're the one lagging, 270Kbs is very slow.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [rm5248](#) on Fri, 11 Jan 2008 02:05:02 GMT  
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' wrote on Fri, 11 January 2008 00:15"Hi"  
"Hi"  
"CALM DOWN, BRO!"  
"What?"  
"STOP FUCKING INSULTING ME!!!!"  
"?"  
"WHAT THE FUCK! THAT WAS DISREPSECTIFUL!  
"What are you talking about..?"  
"DON'T TAZE ME, BRO!"

rofl

Oh and yes Alex, if you think this is bad, perhaps you should meet Aircraftkiller?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [GEORGE ZIMMER](#) on Fri, 11 Jan 2008 02:12:11 GMT

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IN BEFORE BIG JAKAS

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Fri, 11 Jan 2008 02:19:56 GMT  
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This thread is epic.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 02:39:55 GMT  
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OMG so THAT is where that is from!

[http://www.n00bstories.com/hosted\\_files/ackreply/main.swf](http://www.n00bstories.com/hosted_files/ackreply/main.swf)

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Fri, 11 Jan 2008 02:49:59 GMT  
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R315r4z0r wrote on Thu, 10 January 2008 17:55| kind of agree. They may of "started" it, but you continued it until it escalated out of control.

After that, I don't think you have the right to say "they where being mean" when you where doing the exact same thing.

Now I'm not taking either side here, but I just think that both APB and yourself have a problem that needs to be dealt with that doesn't concern getting more people involved.

Except they didn't start it. He did. He's had an attitude problem since Post 4 in that thread.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Sn1per74\\*](#) on Fri, 11 Jan 2008 03:16:24 GMT  
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It's not a big deal. Sure they're making themselves look bad, but on the other hand. why do you care what somebody on the other side of the world thinks about you? You shouldn't.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Brandon](#) on Fri, 11 Jan 2008 03:23:33 GMT  
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Well, I'm not taking sides because, being a community leader, you can't really or else you fuck yourself either way you go. Plus, there is equal fault on both ends of this.

Alex, you started out okay, but then you showed frustration even though they were following standard procedure/protocol on attempting to help you out. As your frustration grew you did smart off which in turn caused a retaliation.

However, I don't agree with how the staff or moderators these days handle things to be honest. If communities deal with a situation like that the way the APB staff did then it doesn't matter what accomplishments you make, you'll never be worth a speck of dust in most people's eyes. You must handle things 'professionally'. In my community I try to establish more than just a small silly gaming community, I establish rules, policy, etc. I require my staff to remain clam in a situation like that and disregard negative attitudes. If the situation becomes worse we warn/suspend/ban depending upon the severity of the situation and we keep the reasons for our actions 'clean', meaning we don't put down "STFU N00B" as a warn/suspend/ban reason no matter how tempting it may be.

My community isn't perfect, in fact, we've had a major setback occur about 2 months ago and we're still attempting a mas recovery from it and still little luck and effort. I admit, being a leader is tough and trying to keep things professional is a battle. My community is a wreck so if you drop by and accuse me of lieing about my policies and rules and such guess again. I can type you up a copy from a backup I have written in my notebook. >:D

Being pro isn't for everyone though, maybe some people just want a gaming community that won't last for a very long time (maybe just during a specific game's lifetime) which is okay.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Fri, 11 Jan 2008 03:27:21 GMT  
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In conclusion, Alex is A BIG JAKAS.

Topic over. Bring on the Plecos!

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [drunkill](#) on Fri, 11 Jan 2008 04:17:03 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Ahahahah.

Why don't you get off your high horse and start your own server? We do this for free, with some of us (oxi) paying each month to continue to give fans a place to play. It might not be perfect, but

nothing is, right?

Why I have you the warning a second time? Your level of asshattery was worthy of an increased warning.

If you had of started a topic saying "Oh, the server is a bit laggy for me and sometimes I can't connect, does anyone have any help?" You might not have been picked on.

Alexraptor wrote on Fri, 11 January 2008 12:20I do not require sympathy, for all i care you can think i'm the biggest asshole on earth. However, future potential players/users deserve to know the truth of APB and its unprofessionally abusive staff.

Also the server isn't run by APB staff, we made oxi a staff member because of what he puts into it, but the moderators are not approved by the dev. team etc., that's all up to the server owners.

Plus most new members read the rules (which are extensive and quite detailed) before posting and if they don't they get a warning, which means nothing, not until you get 100% warning which is a temp ban or post disabling.

The internet isn't a democracy either, just letting ya know that.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Chronojam](#) on Fri, 11 Jan 2008 04:28:24 GMT  
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Alexraptor wrote on Thu, 10 January 2008 19:49

Oh and lets also look more closely on that log.

Coolrock Warned on Today, 08:17 AM

Added to warn level I have no idea what the fuck your problem is, but I do know you're getting warned for it.

Raapnaap Warned on Today, 05:12 AM

Added to warn level Endless omplaining about the server, and acting like an asshole.

drunkill Warned on Yesterday, 07:53 PM

Added to warn level Same as above (or below?) being an asshat.

drunkill Warned on Yesterday, 07:52 PM

Added to warn level Pretty much the whole topic:

<http://www.apathbeyond.com/forum/index.php?showtopic=15973>

Being rude and prudent towards others and not realising people spend money and time for his enjoyment.

Don't forget your classic thread right before the one that caused the problems, entitled "spies cause lag" which made people doubt your... opinions. You basically started a downhill trend as far as posting and image go.

Let's look even more closely at that log from up above while we're at it.

One Winged Angel Warned on Today, 02:39 PM

Removed from warn level Escalated Misunderstandings between Staff, MP Gaming staff and forum members.

One Winged Angel Warned on Today, 02:36 PM

Removed from warn level Admitted that you were wrong to act

---

Subject: Re: RA: A Path Beyond - Important notice.

Posted by [R315r4z0r](#) on Fri, 11 Jan 2008 04:46:47 GMT

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[http://www.renegadeforums.com/index.php?t=msg&th=15805&start=0&rid=4\\_915](http://www.renegadeforums.com/index.php?t=msg&th=15805&start=0&rid=4_915)

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Subject: Re: RA: A Path Beyond - Important notice.

Posted by [Ryu](#) on Fri, 11 Jan 2008 08:33:31 GMT

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u6795 wrote on Thu, 10 January 2008 23:57 Sounds like nobody was a dick to Alex until he threw out the "I DONT GIVE A RATS ASS LOULZ" comment. Which is justified, entirely.

Funny.

Me?

BECAUSE I STILL DON'T GIVE A RATS ARSE.

---

Subject: Re: RA: A Path Beyond - Important notice.

Posted by [Renardin6](#) on Fri, 11 Jan 2008 11:46:20 GMT

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If you need a server in europe, rent one, ask a group of friend. I play in Belgium. I lag like a deep shit on US servers and I deal with it.

Don't start with arguments people, it gives a bad look to yourself or your mod or your team.

Other suggestion: Lock this and make a group hug. (don't be like the punk on the side, see picture under.)

(This topic remember me the ack era. Shame.)

(OMFG: I had 1337 posts before that. I hate you all!)

And you come from sweden and lag, well... you don't play computer games. When you live in sweden, there is something else more important than computers DUDE!!!! I swear to god, I wouldn't know what is a computer or a game if I was in your country. A picture is worth a thousand words:

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Fri, 11 Jan 2008 15:18:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Ooooooo Lezzies.

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [trooprm02](#) on Fri, 11 Jan 2008 20:38:56 GMT  
[View Forum Message](#) <> [Reply to Message](#)

APB sucks.

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Fri, 11 Jan 2008 20:50:45 GMT  
[View Forum Message](#) <> [Reply to Message](#)

MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
Only because I rape you in it.

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dealman](#) on Fri, 11 Jan 2008 21:35:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

Aye, he live in Sweden. Also he tried the connection to Oslo, Norway. If he got that slow (no offence) connection to Norway, then he'll have pretty big problems with servers in USA as it's 'a bit' longer away from Sweden than Norway.

Alex, what connection speed you got?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Muad Dib15](#) on Sat, 12 Jan 2008 02:44:40 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Reborn pwns the APB community...in forum friendliness of course. It always seems to be the smaller communities that are the most friendly.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Ethenal](#) on Sat, 12 Jan 2008 02:46:51 GMT  
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sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
Only because I rape you in it.

You really enjoy raping things/people, don't you?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [GEORGE ZIMMER](#) on Sun, 13 Jan 2008 03:41:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Rocko](#) on Mon, 14 Jan 2008 01:18:52 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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i couldn't take the time to see what happened to alex but i know for a fact that apb is full of the biggest cocksuckers ever

APB is more boring than role play 2, which makes it boring on record levels

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Mon, 14 Jan 2008 01:30:16 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Rocko wrote on Mon, 14 January 2008 02:18i couldn't take the time to see what happened to alex

---

but i know for a fact that apb is full of the biggest cocksuckers ever

APB is more boring than role play 2, which makes it boring on record levels  
You are a cocksucker too.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [GEORGE ZIMMER](#) on Mon, 14 Jan 2008 01:34:38 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Roleplay 2 kicks the shit out of your black-wannabe ass (Not to say that he's black and a wannabe, saying he wants to be black), and so does every member of the rp2 team.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Rocko](#) on Mon, 14 Jan 2008 02:34:35 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Sun, 13 January 2008 19:30Rocko wrote on Mon, 14 January 2008 02:18i couldn't take the time to see what happened to alex but i know for a fact that apb is full of the biggest cocksuckers ever

APB is more boring than role play 2, which makes it boring on record levels  
You are a cocksucker too.

woh you sure got me there with that cunning wit of yours, just taking the same word i used and saying that i'm that! lol!

Cabal8616 wrote on Sun, 13 January 2008 19:34Roleplay 2 kicks the shit out of your black-wannabe ass (Not to say that he's black and a wannabe, saying he wants to be black), and so does every member of the rp2 team.  
It's a bit sad that you focus so much on my ethnicity, some issues there buckaroo?

and no, as much as you want to call a pile of shit a rose, it's not a rose. role play2 is boring as fuck.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Mon, 14 Jan 2008 02:37:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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I haven't played RP2, but APB is a lot more interesting and worthwhile than you, Rocko.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Rocko](#) on Mon, 14 Jan 2008 02:41:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Dover wrote on Sun, 13 January 2008 20:37 I haven't played RP2, but APB is a lot more interesting and worthwhile than you, Rocko.  
I notice you live in Orange County

I've been there once when I was 9 in a Pokemon Gameboy Color tournament

We live fairly close

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Mon, 14 Jan 2008 02:44:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Orange County is a pretty big place. It's a county.

Technically I live just outside Orange County, but it's the closest area people recognize the name of.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Mon, 14 Jan 2008 15:15:19 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Rocko wrote on Mon, 14 January 2008 03:34 sadukar09 wrote on Sun, 13 January 2008 19:30  
Rocko wrote on Mon, 14 January 2008 02:18 I couldn't take the time to see what happened to Alex but I know for a fact that APB is full of the biggest cocksuckers ever

APB is more boring than Role Play 2, which makes it boring on record levels

You are a cocksucker too.

Wow, you sure got me there with that cunning wit of yours, just taking the same word I used and saying that I'm that! lol!

Can't handle the truth?

---

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [OWA](#) on Mon, 14 Jan 2008 21:56:23 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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All lies, RA2:AR ftw

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [trooprm02](#) on Mon, 14 Jan 2008 23:12:34 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
Only because I rape you in it.

haha, sadukar poppin a boner for thinking hes better than me at some shit mod, Imfao.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Tue, 15 Jan 2008 00:06:41 GMT  
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One Winged Angel wrote on Mon, 14 January 2008 13:56All lies, RA2:AR ftw

Maybe if AR was  
You know  
Done?

And APB has better source material than AR, because it's an indisputable fact that RA1 > RA2, by a landslide.

---

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Tue, 15 Jan 2008 00:17:37 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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MWright968 wrote on Mon, 14 January 2008 17:12sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
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Jelos I'm better? g?G

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [trooprm02](#) on Tue, 15 Jan 2008 01:35:09 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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sadukar09 wrote on Mon, 14 January 2008 18:17MWright968 wrote on Mon, 14 January 2008 17:12sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
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haha, the comedy doesn't end And he copies me? Lol, this is gold. <3

---

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [GEORGE ZIMMER](#) on Tue, 15 Jan 2008 01:44:24 GMT  
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---

Hey, hey, hey. We can all agree on one thing:

Rocko's an idiotic troll who needs to GTFO.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sterps](#) on Tue, 15 Jan 2008 10:52:49 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

HOLY SHIT! SWEDISH GIRLS KICK ASS!

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Ryu](#) on Tue, 15 Jan 2008 11:11:43 GMT  
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MWright968 wrote on Tue, 15 January 2008 01:35sadukar09 wrote on Mon, 14 January 2008 18:17MWright968 wrote on Mon, 14 January 2008 17:12sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
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haha, the comedy doesn't end And he copies me? Lol, this is gold. <3  
g?G

lol, Only idiots use "g?G" same for "n\_P"

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Tue, 15 Jan 2008 13:50:33 GMT  
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Please prove you copyrighted that. Else gtfo my internet.

---

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [OWA](#) on Wed, 16 Jan 2008 02:02:22 GMT  
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I can agree with you on the fact that it isn't done and all, but I don't discriminate too much between the Red Alert games, they were both awesome in their own ways (RA2 especially wins gold stars on voice acting for the units).

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dreganius](#) on Wed, 16 Jan 2008 02:08:35 GMT  
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I would very much like to see AR done soon though.  
If only they had texture artists

If only we had modelers

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Wed, 16 Jan 2008 02:31:26 GMT  
[View Forum Message](#) <> [Reply to Message](#)

One Winged Angel wrote on Tue, 15 January 2008 18:02MWright968 wrote on Mon, 14 January 2008 23:12sadukar09 wrote on Fri, 11 January 2008 14:50MWright968 wrote on Fri, 11 January 2008 14:38APB sucks.  
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Any win it gathered with unit voice acting, it more than made up for with the botched storyline and cheesier-than-TS (Quite a feat) FMVs.

Maybe if their endings were something more serious than "LOL LOOK @ COMMUNIST UNDERWAREZ!" or "LULZ YURI MAKES GENOCIDE SO WE LOCK HIM UP 4EVER", I might respect RA2 more.

No, wait scratch that. They killed any chance of that with their silly balance (Heroic GIs outrange Telsa Coils?!) and un-counterable tactics (chronosphereing 9 prism tanks, off the top of my head, in addition to tying with Generals for worst-implemented superweapons.

Last, and probably least on my list of grievences with RA2, the lack of any real air force bothered me deeply (Harriers sucked, and if you were Korea to get Black Eagle jets everyone instantly knew to turtle up their AA)

RA1, on the other hand, was absolutely flawless.

---

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Zion](#) on Wed, 16 Jan 2008 03:47:47 GMT  
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Dover wrote on Wed, 16 January 2008 02:31 One Winged Angel wrote on Tue, 15 January 2008 18:02 MWright968 wrote on Mon, 14 January 2008 23:12 sadukar09 wrote on Fri, 11 January 2008 14:50 MWright968 wrote on Fri, 11 January 2008 14:38 APB sucks.  
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Biased fuck. RA2 is a very good game, very fun, and very entertaining...

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Wed, 16 Jan 2008 04:27:13 GMT  
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Biased fuck. RA2 is a very good game, very fun, and very entertaining...

Careful not to confused "Biased" with "Opinionated".

RA2 is indeed entertaining and fun. I just played through both campaigns again about a week ago. But it's a damn shame to call THAT the sequel to RA1. It deserves the title of a "Red Alert" game less so than Generals deserves the title of a "C&C" game.

---

Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [OWA](#) on Wed, 16 Jan 2008 18:06:41 GMT  
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Dover wrote on Wed, 16 January 2008 02:31

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Maybe if their endings were something more serious than "LOL LOOK @ COMMUNIST UNDERWAREZI" or "LULZ YURI MAKES GENOCIDE SO WE LOCK HIM UP 4EVER", I might respect RA2 more.

Lighten up a little, it was damn funny. You may not accept RA2 as a sequel to RA1 but it is still an awesome game in it's own right.

Dover wrote on Wed, 16 January 2008 02:31No, wait scratch that. They killed any chance of that with their silly balance (Heroic GIs outrange Telsa Coils?!) and un-counterable tactics

(chronosphereing 9 prism tanks, off the top of my head, in addition to tying with Generals for worst-implemented superweapons. All of these are totally counterable.

Dover wrote on Wed, 16 January 2008 02:31

Last, and probably least on my list of grievances with RA2, the lack of any real air force bothered me deeply (Harriers sucked, and if you were Korea to get Black Eagle jets everyone instantly knew to turtle up their AA) The Kirovs were freaking epic.

Dover wrote on Wed, 16 January 2008 02:31

RA1, on the other hand, was absolutely flawless.

Well you have your opinion and I have mine.

---

Subject: Re: RA: A Path Beyond - Important notice.

Posted by [Dover](#) on Wed, 16 Jan 2008 21:46:49 GMT

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One Winged Angel wrote on Wed, 16 January 2008 10:06 Lighten up a little, it was damn funny. You may not accept RA2 as a sequel to RA1 but it is still an awesome game in it's own right.

It was funny the first time, but RA had already established it's own kind of dark humor ("Nadia! This tea is excellent!). If I wanted slapstick comedy, I'd watch Benny Hill. The game has been titled "Red Alert 2", and with that come certain expectations of the game's atmosphere. The game is entirely too light-hearted for the events that take place. For example, Chicago gets obliterated, and it feels like nothing wrong has happened.

One Winged Angel wrote on Wed, 16 January 2008 10:06 All of these are totally counterable.

Please keep in mind that using one set of 9 prism tanks, I was able to destroy the all three nuclear silos in one go in the second-to-last allied mission. That means that is enough firepower to destroy three (Well defended) superweapons. Keep in mind, also, that using this, I can strike anywhere.

And have mercy on you if I capture an Iron Curtain (Or an MCV and tech up to the Iron Curtain) and make them invulnerable!

One Winged Angel wrote on Wed, 16 January 2008 10:06 The Kirovs were freaking epic.

They were epic. Agreed.

They were also slow. very very slow. So slow that with enough patience and micro a single IFV or apocolypse tank could destroy an infinite number of these. Ship-based AA fares even better.

One Winged Angel wrote on Wed, 16 January 2008 10:06 Well you have your opinion and I have mine.

Fair enough.

[NEFobby[GEN] wrote on Wed, 16 January 2008 12:37][Fucking spam-ass plecos picture

removed by moderator]

A sailfin pleco? Interesting find.

---

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [R315r4z0r](#) on Thu, 17 Jan 2008 02:27:46 GMT  
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Just throwing my opinion out there:

I disliked the Red Alert series. I think RA1 is the worst game of the C&C franchise. And RA2 follows after it.

(Generals not included)

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Blazer](#) on Thu, 17 Jan 2008 05:42:45 GMT  
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This is the second time I have had to say this, STOP THE STUPID PLECOS POSTS IN THIS FORUM SECTION. If you can't have a normal discussion without pasting a 5MB image of a fish, then you should restrict yourself to the Spam forum.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 17 Jan 2008 05:53:35 GMT  
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What about a smaller picture of the fish?

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Blazer](#) on Thu, 17 Jan 2008 06:06:48 GMT  
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Are you actually arguing the point that you cannot have a conversation without pasting pictures of fish? What the hell is wrong with you people, lol.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Canadacd](#)n on Thu, 17 Jan 2008 06:18:46 GMT  
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Shit, look what I started by talking about PLECOS. Now everyone and their PLECO is doing it.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [Dover](#) on Thu, 17 Jan 2008 07:57:00 GMT  
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Canadacd wrote on Wed, 16 January 2008 22:18Shit, look what I started by talking about PLECOS. Now everyone and their PLECO is doing it.

To which I respond with:  
Some shitty movieWith great power comes great responsibility

And you can't expect people on these forums to act with responsibility.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [sadukar09](#) on Thu, 17 Jan 2008 13:48:46 GMT  
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I wonder where AlexRaptor is, I think he cried to his mommy and committed suicide after.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [OWA](#) on Thu, 17 Jan 2008 23:04:06 GMT  
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Dover wrote on Wed, 16 January 2008 21:46  
Please keep in mind that using one set of 9 prism tanks, I was able to destroy the all three nuclear silos in one go in the second-to-last allied mission. That means that is enough firepower to destroy three (Well defended) superweapons. Keep in mind, also, that using this, I can strike anywhere.

Yeah well that's the Ai, A.K.A dumb shit.

sadukar09 wrote on Thu, 17 January 2008 13:48I wonder where AlexRaptor is, I think he cried to his mommy and committed suicide after.  
Give it a rest Sadutard.

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Subject: Re: RA: A Path Beyond - Important notice.  
Posted by [GEORGE ZIMMER](#) on Thu, 17 Jan 2008 23:31:25 GMT  
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Yeah, they took quite a step back with the AI in RA2. TS had kind of ridiculous AI sometimes (They'd be launching cluster missiles by the time you got tech center up...). Minus the superweapons, I'd say the AI in TS was good.

In RA2, you can practically walk into a brutals base with a few units and take it down, no problem.

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Subject: Re: RA: A Path Beyond - Important notice.

Posted by [Dover](#) on Fri, 18 Jan 2008 00:02:03 GMT

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One Winged Angel wrote on Thu, 17 January 2008 15:04Dover wrote on Wed, 16 January 2008 21:46

Please keep in mind that using one set of 9 prism tanks, I was able to destroy the all three nuclear silos in one go in the second-to-last allied mission. That means that is enough firepower to destroy three (Well defended) superweapons. Keep in mind, also, that using this, I can strike anywhere.

Yeah well that's the Ai, A.K.A dumb shit.

If an RA2 noob can take down 3 well-defended superweapons like that, imagine what someone who knows what they're doing can do? Or against a less defended target (Since you can't plant 4 tesla coils EVERYWHERE in your base)

And if I capture an iron curtain? Goodbye base, no counter, unless you want to chronoshift me into water, and all I have to do is scatter, or move.

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Subject: Re: RA: A Path Beyond - Important notice.

Posted by [sadukar09](#) on Sat, 19 Jan 2008 13:26:08 GMT

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One Winged Angel wrote on Thu, 17 January 2008 17:04

sadukar09 wrote on Thu, 17 January 2008 13:48I wonder where AlexRaptor is, I think he cried to his mommy and committed suicide after.

Give it a rest Sadutard.

:v

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