
Subject: RenForums Policy
Posted by [Lone0001](#) on Sun, 18 Oct 2009 21:48:23 GMT
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<http://zack.genesisblog.net/2009/10/general-rant/>

Subject: Re: RenForums Policy
Posted by [raven](#) on Sun, 18 Oct 2009 22:37:07 GMT
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Subject: Re: RenForums Policy
Posted by [Omar007](#) on Sun, 18 Oct 2009 22:45:21 GMT
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lol xD

Subject: Re: RenForums Policy
Posted by [R315r4z0r](#) on Sun, 18 Oct 2009 23:04:06 GMT
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tl:dr

Subject: Re: RenForums Policy
Posted by [nikki6ixx](#) on Sun, 18 Oct 2009 23:22:18 GMT
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Can the 99% of us who are retards get a summary because the smart 1%'s super nerdy IRC conversation is simply too long.

Subject: Re: RenForums Policy
Posted by [-\[TT\]-Whit3](#) on Sun, 18 Oct 2009 23:27:09 GMT
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IRC Conversation Overview is that;

They are all twats

Genesis is teh god.

Lone0001 pwns u all, so fuck uuuu!!!!

Subject: Re: RenForums Policy

Posted by [Blue_Leader](#) on Mon, 19 Oct 2009 00:03:08 GMT

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nikki6ixx wrote on Sun, 18 October 2009 18:22 Can the 99% of us who are retards get a summary because the smart 1%'s super nerdy IRC conversation is simply too long.

qft

Subject: Re: RenForums Policy

Posted by [luv2pb](#) on Mon, 19 Oct 2009 00:52:46 GMT

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Interesting fact. No one cares.

Subject: Re: RenForums Policy

Posted by [Goztow](#) on Mon, 19 Oct 2009 06:32:23 GMT

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What are you trying to proof?

- * That we have a clear policy on what's a cheat and what isn't and that we're implementing that policy to the best of our possibilities? If so, well done.
- * That there are actually people actively moderating this forum and thinking about what they feel is good for the community? If so, well done.
- * That you refused to reply to my opening for getting your PM rights restored (you didn't even try to lie about it), hence basically admitting that you were / are planning to use the PM system to spread the "blacklisted" modification? If so, well done.
- * That I am not reluctant to the idea of getting the community more involved in running renforums but that this won't happen overnight? If so, well done.
- * That the current administration of renforums is run by one person, which you can name a dictatorship? It seems like stating the obvious to me. WW handed over that authority to Crimson a long time ago.
- * That I should stop trying to communicate with people that I already suspected to not have any good intentions with the Renegade community? Yes, you made your point clear now. I wonder how Hex feels about your little blog entry.

I'd like to make one subtle but important change to what I said yesterday, and which you quoted so nicely. At a 2nd thought, I don't think 99 % - 1 % is an accurate figure (it's a figure u brought up in the first place and that I didn't want to contest at that time). I'd rather say 75 % of the posts on renforums are unrelated / stupid / not useful. I don't think anyone will actually disagree on this. However, I guess that without these 75 % of posts, it would become pretty much empty on here.

As you see, I can make longer posts, without copy-pasting IRC-logs.

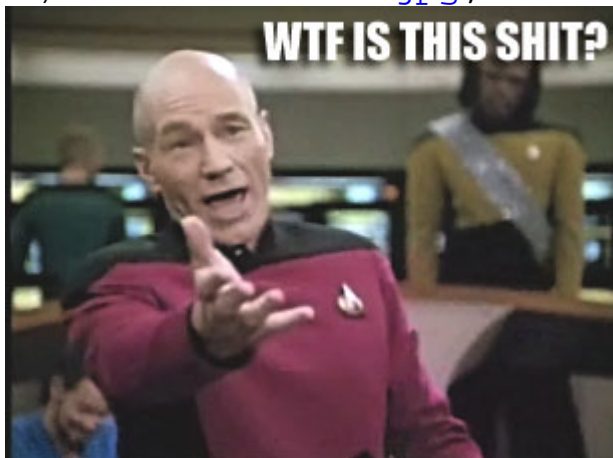
Subject: Re: RenForums Policy
Posted by [Altzan](#) on Mon, 19 Oct 2009 06:42:07 GMT
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luv2pb wrote on Sun, 18 October 2009 19:52 Interesting fact. No one cares.

Subject: Re: RenForums Policy
Posted by [Dover](#) on Mon, 19 Oct 2009 07:22:04 GMT
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File Attachments

1) [WtfIsThisShit.jpg](#), downloaded 608 times



Subject: Re: RenForums Policy
Posted by [CarrierII](#) on Mon, 19 Oct 2009 08:57:11 GMT
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I fail to see what that IRC log proves, beyond what Goztow has already stated. Those are the rules (go check!) so if your issue is with that, then start a reasoned debate as to how they should

be changed, bear in mind, the logic used to create that rule was:

We can't stop the spread of cheats, but we can make it harder by locking down one available channel of communication (only to those who actually spread cheats), here.

Subject: Re: RenForums Policy

Posted by [GEORGE ZIMMER](#) on Mon, 19 Oct 2009 10:17:34 GMT

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My only problem with the whole removing PM access thing is when it's done to people hardly associated with any problems. But if you do have buildingbars, yes, the chances of you spreading them are pretty likely.
