
Subject: Old player wants new info plz.

Posted by [lead](#) on Sun, 14 Nov 2010 19:50:00 GMT

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Hey everyone I'm new to the forums and I had some quick questions for you guys. Back when I played renegade It was ran by westwood, but when westwood went under i stopped playing. I found this website last night going down memory lane an I realized people still play Renegade. So I want to come back.

So:

- 1) Is renegade still going strong?
- 2) Who runs it now?
- 3) Do I just buy the original Renegade game?
- 4) Any mods or patches I need to play this game?
- 5) If Renegade is yesterdays news what other games like Renegade (2 teams, Tanks, helicopters, 1st/3rd person shooter) can I play.

Thank you!

Subject: Re: Old player wants new info plz.

Posted by [Di3HardNL](#) on Sun, 14 Nov 2010 19:58:29 GMT

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1) Is renegade still going strong?

Yes, only with a decreased number of players, but a couple of servers are still full all the time

2) Who runs it now?

The community XWIS.

3) Do I just buy the original Renegade game?

Yes.

4) Any mods or patches I need to play this game?

Renegade Patch 1.037. I also recommend that you install the Core Patch, this will makes your Renegade load map faster, adds more maps and features. Also make sure you install the latest scripts 3.4.4. This will fix some bugs and gives more options for your graphic settings

5) If Renegade is yesterdays news what other games like Renegade (2 teams, Tanks, helicopters, 1st/3rd person shooter) can I play.

Nothing.

Thank you!

Subject: Re: Old player wants new info plz.

Posted by [liquidv2](#) on Sun, 14 Nov 2010 20:08:04 GMT

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welcome back

and what di3 said

Subject: Re: Old player wants new info plz.
Posted by [Tupolev TU-95 Bear](#) on Sun, 14 Nov 2010 21:56:13 GMT
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Its always good to see old players coming back .

Subject: Re: Old player wants new info plz.
Posted by [Omar007](#) on Sun, 14 Nov 2010 22:09:56 GMT
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liquidv2 wrote on Sun, 14 November 2010 21:08welcome back

and what di3 said

Mi-28 Havoc wrote on Sun, 14 November 2010 22:56Its always good to see old players coming back .

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Mon, 15 Nov 2010 03:36:06 GMT
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Also, note that since Westwood's servers aren't around anymore, you have to use a different method to register a name (if you don't remember your old one, that is.)

Read up on how to do it here (in a way, it's actually much easier than it used to be:)
<http://www.renegadeforums.com/index.php?t=msg&th=25764&start=0&rid=4> 915

Subject: Re: Old player wants new info plz.
Posted by [jonwil](#) on Mon, 15 Nov 2010 04:54:12 GMT
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Just a note that as of right now the Core Patch and Scripts 4.0 are not compatible.

Subject: Re: Old player wants new info plz.

Posted by [liquidv2](#) on Mon, 15 Nov 2010 05:35:10 GMT

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if the TT patch is coming out before 2012 that statement might be relevant

Subject: Re: Old player wants new info plz.

Posted by [jonwil](#) on Mon, 15 Nov 2010 05:58:06 GMT

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Actually, I can say that (based on the decreasing number of bugs being picked up by the private beta testing team who are testing 4.0 on RA2:AR, Reborn, RA:APB and Renegade) we are getting closer to a public beta.

And I think I have found a solution to the organizational issues that we had before so that may be sorted soon too.

Subject: Re: Old player wants new info plz.

Posted by [DeathC200](#) on Mon, 15 Nov 2010 17:29:06 GMT

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jonwil wrote on Sun, 14 November 2010 23:58: Actually, I can say that (based on the decreasing number of bugs being picked up by the private beta testing team who are testing 4.0 on RA2:AR, Reborn, RA:APB and Renegade) we are getting closer to a public beta.

And I think I have found a solution to the organizational issues that we had before so that may be sorted soon too.

so let me ask you a question if scripts 4.0 does come out ? do you think we are going to get renegade going strong again or do you personally believe on your half that this is the end for renegade as we know it ?

Subject: Re: Old player wants new info plz.

Posted by [liquidv2](#) on Tue, 16 Nov 2010 05:54:17 GMT

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do you plan on letting any renegade players at all test it? like Spoonly or other known knowledgeable people? or are we completely out of the loop

Subject: Re: Old player wants new info plz.
Posted by [Hypnos](#) on Tue, 16 Nov 2010 11:18:22 GMT
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liquidv2 wrote on Tue, 16 November 2010 05:54do you plan on letting any renegade players at all test it? like Spooky or other known knowledgeable people? or are we completely out of the loop

We're out of the loop, Liquid.

How many miles now?!?

Subject: Re: Old player wants new info plz.
Posted by [CarrierII](#) on Tue, 16 Nov 2010 12:55:14 GMT
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Spoony is on the TT team as Q/A and Balance consultant, so I hope he's had input into the patch testing.

Subject: Re: Old player wants new info plz.
Posted by [EvilWhiteDragon](#) on Tue, 16 Nov 2010 14:28:21 GMT
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Why is it so hard to read?
TT DOES NOT change balance. One thing that has a real influence on gameplay is the pointfix, which is OPTIONAL.

Subject: Re: Old player wants new info plz.
Posted by [Xpert](#) on Tue, 16 Nov 2010 15:10:48 GMT
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Can we not turn this topic into another TT/Scripts 4.0 issue and go back to helping an old ren player out.

Subject: Re: Old player wants new info plz.
Posted by [bmr_71](#) on Tue, 16 Nov 2010 15:27:42 GMT
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Xpert wrote on Tue, 16 November 2010 10:10Can we not turn this topic into another TT/Scripts 4.0 issue and go back to helping an old ren player out.

yeah seriously. I don't want to have to read another entire thread (I have no choice, I'm a faggot).

Please!!!

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 03:30:46 GMT
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EvilWhiteDragon wrote on Tue, 16 November 2010 09:28 Why is it so hard to read?
TT DOES NOT change balance. One thing that has a real influence on gameplay is the pointfix, which is OPTIONAL.
I'm going to disagree with you on that one.

Balance adjustment isn't limited to changing some numbers to make something do more damage.

One thing that TT IS doing is adding a lot of effects and stuff to the game. Some of which might, for example, make something/someone easier/harder to see as opposed to how they were originally.

Things like that. You aren't intentionally trying to alter the balance, but it comes as a side effect to what you do intend to do. That's what the QA testers are for... apart from testing to see if the code actually works, of course.

Subject: Re: Old player wants new info plz.
Posted by [Ethenal](#) on Wed, 17 Nov 2010 05:32:06 GMT
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R315r4z0r wrote on Tue, 16 November 2010 21:30 EvilWhiteDragon wrote on Tue, 16 November 2010 09:28 Why is it so hard to read?
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Hush. This is a thread for a returning player. Your arguing is irrelevant. Find one of the hundred others.

As to the OP:

- 1) It's pretty much toast. That isn't at all to say you'll find fun times and full 50 player games, but overall, it's nothing even resembling the old WOL days. Which brings me to my next point:
- 2) EA eventually shut down WOL and it was replaced with a community run server known as "XWIS." It is NOT run by EA, but they were given authorization to be the official server. I say community run, but really, XWIS is pretty much irrelevant to us; we just get a server to play Renegade on, but they don't generally pay any mind to us as a whole.
- 3) That, or The First Decade (a compilation pack of every C&C game released up to Zero Hour excepting Sole Survivor) which was released a couple of years ago. However, if you're just looking for Renegade (or want a badass installer), just buy the original CD. Probably quite a bit cheaper too.
- 4) There's an FAQ thread in the Renegade section of these forums that I believe someone else posted in this topic. Basically, start with patch 1.037 (not needed if you use The First Decade), and then install Core Patch 2, followed by Scripts 3.4.4. However, I'd just look at the FAQ thread.
- 5) Honestly, just let me know when you find one.

Subject: Re: Old player wants new info plz.

Posted by [EvilWhiteDragon](#) on Wed, 17 Nov 2010 11:06:22 GMT

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R315r4z0r wrote on Wed, 17 November 2010 04:30EvilWhiteDragon wrote on Tue, 16 November 2010 09:28Why is it so hard to read?

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Things like that. You aren't intentionally trying to alter the balance, but it comes as a side effect to what you do intend to do. That's what the QA testers are for... apart from testing to see if the code actually works, of course.

Bugs don't change gameplay. We're not adding things effecting gameplay. We're adding new features which makes the game more interesting, like a map/resource downloader.

And please, stop making suggestions about thing you don't know. I've ran TT scripts ages ago and I know more or less what is planned.

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 14:33:04 GMT
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I'm a tester, dude...

And yes, bugs DO change gameplay. That is why they need to be tracked down and fixed. All of them might not necessarily effect balance, but regardless, side effects to what you do change is called a bug and some of them might have adverse effects on the balance of the game, whether you intend them to or not.

For example, an adjustment made to the game that causes the game to crash after you perform a certain action. That effects the balance of the game. If it is not fixed, then people won't be able to play the way they have become acustomed to.

Subject: Re: Old player wants new info plz.
Posted by [EvilWhiteDragon](#) on Wed, 17 Nov 2010 15:13:28 GMT
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R315r4z0r wrote on Wed, 17 November 2010 15:33I'm a tester, dude...

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Basically you're saying that we shouldn't fix any bug at all, because "then people won't be able to play the way they have become acustomed to." Can't you see the stupidity in that?

Bugfixing effects gameplay, yes, but they don't change the game.

Yes you might not be able to crash your buggy into that incoming mammy so he blue hells and yes that might affect balance, but please don't be a fool.

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 16:52:12 GMT
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EvilWhiteDragon wrote on Wed, 17 November 2010 10:13R315r4z0r wrote on Wed, 17 November 2010 15:33I'm a tester, dude...

And yes, bugs DO change gameplay. That is why they need to be tracked down and fixed. All of them might not necessarily effect balance, but regardless, side effects to what you do change is called a bug and some of them might have adverse effects on the balance of the game, whether you intend them to or not.

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Yes you might not be able to crash your buggy into that incoming mammy so he blue hells and yes that might affect balance, but please don't be a fool.

What? Where did you get that from?

I said making changes has adverse side effects called bugs. You need to fix these bugs or else the balance will suffer.

I never said anything about not wanting bugs to be fixed or anything even remotely similar. I said if they aren't fixed, then you are messing with the game's balance.

Subject: Re: Old player wants new info plz.

Posted by [Dover](#) on Wed, 17 Nov 2010 17:44:01 GMT

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R315r4z0r wrote on Wed, 17 November 2010 08:52 EvilWhiteDragon wrote on Wed, 17 November 2010 10:13 R315r4z0r wrote on Wed, 17 November 2010 15:33 I'm a tester, dude...

And yes, bugs DO change gameplay. That is why they need to be tracked down and fixed. All of them might not necessarily effect balance, but regardless, side effects to what you do change is called a bug and some of them might have adverse effects on the balance of the game, whether you intend them to or not.

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I never said anything about not wanting bugs to be fixed or anything even remotely similar. I said if they aren't fixed, then you are messing with the game's balance.

If we take the BlueHell bug as an example, how does not fixing it mess with game balance, if it's the same it's always been?

And why would making changes make bugs? Sure it can, but why does it have to?

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 18:58:03 GMT
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Why does everything have to be black or white with you?

It's like you just enjoy arguing with whatever I say, no matter what it is. You know damn well what I meant, so I'm not even going to dignify your argument with a response.

Subject: Re: Old player wants new info plz.
Posted by [Dover](#) on Wed, 17 Nov 2010 22:04:27 GMT
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R315r4z0r wrote on Wed, 17 November 2010 10:58I can't answer your simple questions, but I don't want to admit I'm wrong either.

Okay.

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 22:24:03 GMT
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It is a simple question, yes, but you also interpreted what I said wrong. I am not wrong and you should very well be able to see that, unless you're drastically less intelligent than I had originally taken you for.

I can answer your simple question very easily, but you're just going to poke at my choice of words and transform what I say into something else entirely, that's why I'm not even going to bother.

Note, almost 80% of the rebuttals I make to your posts start with "No, you misunderstood me." Go ahead and check if you think I'm lying. I say one thing, which usually is neutral or proven correct, but someone will always come in and say I'm a moron because they failed to understand how I worded my post. I could say the sky is blue and someone would have a problem with it. It isn't even worth it anymore.

Subject: Re: Old player wants new info plz.
Posted by [Dover](#) on Wed, 17 Nov 2010 22:32:00 GMT
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If people are constantly failing to understand you, then the problem is probably on your end. You seem to be the common denominator. Perhaps try communicating more effectively?

Subject: Re: Old player wants new info plz.

Posted by [R315r4z0r](#) on Wed, 17 Nov 2010 22:52:59 GMT

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Ok. Look:

You said this:

Dover wrote on Wed, 17 November 2010 12:44 If we take the BlueHell bug as an example, how does not fixing it mess with game balance, if it's the same it's always been?

However, after I had already said this:

R315r4z0r wrote on Wed, 17 November 2010 11:52 You need to fix these bugs or else the balance will suffer....I said if they aren't fixed, then you are messing with the game's balance. I said, right there, that FIXING bugs is necessary because if you don't, they might effect the balance of the game. So right there, what you said doesn't make sense. I said fixing bugs is important, but you went on to say that I was some how against fixing bugs.

Then, you said this:

Dover wrote on Wed, 17 November 2010 12:44 And why would making changes make bugs? Sure it can, but why does it have to?

Which was obviously a call out to the choice of words I made here:

R315r4z0r wrote on Wed, 17 November 2010 11:52...I said making changes has adverse side effects called bugs...

I did not intend to say all changes = bugs, but it is fair to say that if you change something, chances are pretty much that something else happened that you weren't expecting to happen. It doesn't happen all the time, but it does happen and should be fixed if it causes a problem.

Normally it's a balancing act. Something drastic is done to cause change but has a lot of adverse bugs that appear. Testers find and report these bugs and they are worked on. They get fixed but more bugs appear, although substantially less than before. This keeps going back and forth until all problems have been sorted out.

Now, to answer your question here:

Dover wrote on Wed, 17 November 2010 12:44 If we take the BlueHell bug as an example, how does not fixing it mess with game balance, if it's the same it's always been?

BlueHell itself is a bug. Leaving it wouldn't really change Renegade's gameplay from what it has been, but removing it would greatly improve it.

I said bugs need to be fixed. BlueHell is a bug. Granted, it is a bug left behind by Westwood and not TT, it should still be fixed because all it can do is help improve the game.

Now, I know that that issue has already been dealt with. I don't know exactly what happened to get it fixed, but I can only assume that, like I said above, it was a balancing act between things that worked and things that didn't until finally an equilibrium was found that effectively resolved the issue.

I do not believe that removing the bug will have any negative effects on balance. The only negative things that could come out of fixing the BlueHell bug should have already been dealt with in the process of testing the fix in private games.

Subject: Re: Old player wants new info plz.
Posted by [liquidv2](#) on Thu, 18 Nov 2010 01:22:52 GMT
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this is not Renegade, this is Renegade Forums where people that don't play Renegade argue about Renegade
i'll see you ingame somewhere

Subject: Re: Old player wants new info plz.
Posted by [Starbuzzz](#) on Thu, 18 Nov 2010 02:08:22 GMT
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liquidv2 wrote on Wed, 17 November 2010 19:22this is not Renegade, this is Renegade Forums where people that don't play Renegade argue about Renegade
i'll see you ingame somewhere

lol

Subject: Re: Old player wants new info plz.
Posted by [halo2pac](#) on Thu, 18 Nov 2010 05:10:17 GMT
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If you pay close attention you will notice all the big titles are releasing their goodies around the end of 2012. Microsoft, EA, and a few others.

My guess it is to save on costs and over head by waiting for the world to end.

So expect the TT patch by 2013.
Also this is when i am getting married by.

What? I cant throw my funny 2 cents in?

Im actually thinking it will be out by feb next year.

Subject: Re: Old player wants new info plz.
Posted by [EvilWhiteDragon](#) on Thu, 18 Nov 2010 22:37:27 GMT
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halo2pac wrote on Thu, 18 November 2010 06:10If you pay close attention you will notice all the big titles are releasing their goodies around the end of 2012. Microsoft, EA, and a few others.

My guess it is to save on costs and over head by waiting for the world to end.

So expect the TT patch by 2013.
Also this is when i am getting married by.

What? I cant throw my funny 2 cents in?

Im actually thinking it will be out by feb next year.
Could be, maybe , perhaps.

Subject: Re: Old player wants new info plz.
Posted by [liquidv2](#) on Fri, 19 Nov 2010 01:58:33 GMT
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the TT patch installer will be released with the special edition of Duke Nukem: Forever

Subject: Re: Old player wants new info plz.
Posted by [EvilWhiteDragon](#) on Fri, 19 Nov 2010 02:06:55 GMT
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liquidv2 wrote on Fri, 19 November 2010 02:58the TT patch installer will be released with the special edition of Duke Nukem: Forever
In that case, TT will be released in 2011, something of which I'm not 100% sure.

Subject: Re: Old player wants new info plz.
Posted by [liquidv2](#) on Fri, 19 Nov 2010 06:25:00 GMT
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cool, i'm excited

it's almost time to kick ass and chew bubble gum

Subject: Re: Old player wants new info plz.
Posted by [bmr_71](#) on Mon, 22 Nov 2010 18:42:53 GMT

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Umm, if I could just say one thing.

Usually when I am arguing on a forum. Actually rephrase, that's all over I do, so... Usually, I find changing my font color makes my argument much more valid. Writing in caps is optional, sometimes works.

Subject: Re: Old player wants new info plz.
Posted by [trooprm02](#) on Mon, 22 Nov 2010 22:38:00 GMT
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bmr_71 wrote on Mon, 22 November 2010 18:42 Usually, I find changing my font color makes my argument much more valid

Trust me...in liquid`s case, not even that helps him any.

Subject: Re: Old player wants new info plz.
Posted by [Starbuzzz](#) on Mon, 22 Nov 2010 23:41:39 GMT
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you guys are mean!

Subject: Re: Old player wants new info plz.
Posted by [R315r4z0r](#) on Mon, 22 Nov 2010 23:56:48 GMT
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Bitches can't handle the red.

Subject: Re: Old player wants new info plz.
Posted by [liquidv2](#) on Wed, 24 Nov 2010 01:04:23 GMT
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trooprm02 wrote on Mon, 22 November 2010 16:38 Trust me...in liquid`s case, not even that helps him any.

dude i'm not gay, stop trying to suck my dick

Subject: Re: Old player wants new info plz.

Posted by [EvilWhiteDragon](#) on Wed, 24 Nov 2010 10:04:02 GMT

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liquidv2 wrote on Wed, 24 November 2010 02:04trooprm02 wrote on Mon, 22 November 2010 16:38Trust me...in liquid`s case, not even that helps him any.

dude i'm not gay, stop trying to suck my dick
Don't feed the trolls please.

Subject: Re: Old player wants new info plz.

Posted by [trooprm02](#) on Wed, 24 Nov 2010 14:53:30 GMT

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liquidv2 wrote on Tue, 23 November 2010 19:04trooprm02 wrote on Mon, 22 November 2010 16:38Trust me...in liquid`s case, not even that helps him any.

dude i'm not gay, stop trying to suck my dick

Too late for that, you already convinced everyone of that in like '04.

Subject: Re: Old player wants new info plz.

Posted by [CarrierII](#) on Wed, 24 Nov 2010 17:48:08 GMT

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Unprovoked trolling Troop... I'd add it to your list of warnings... but I doubt anyone bothers to read the whole thing.

CUT IT OUT.

Subject: Re: Old player wants new info plz.

Posted by [EvilWhiteDragon](#) on Wed, 24 Nov 2010 18:11:50 GMT

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CarrierII wrote on Wed, 24 November 2010 18:48Unprovoked trolling Troop... I'd add it to your list of warnings... but I doubt anyone bothers to read the whole thing.

CUT IT OUT.

Why not give him another x year ban? After that he'll behave for a few months again and then you can ban him again. That way you get a reasonably useful Troop.

Subject: Re: Old player wants new info plz.
Posted by [trooprm02](#) on Wed, 24 Nov 2010 19:11:49 GMT
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liquidv2 wrote on Tue, 23 November 2010 19:04trooprm02 wrote on Mon, 22 November 2010 16:38Trust me...in liquid`s case, not even that helps him any.

dude i'm not gay, stop trying to suck my dick

LOL Carrier, you call that unprovoked?

Subject: Re: Old player wants new info plz.
Posted by [EvilWhiteDragon](#) on Wed, 24 Nov 2010 20:07:43 GMT
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trooprm02 wrote on Wed, 24 November 2010 20:11liquidv2 wrote on Tue, 23 November 2010 19:04trooprm02 wrote on Mon, 22 November 2010 16:38Trust me...in liquid`s case, not even that helps him any.

dude i'm not gay, stop trying to suck my dick

LOL Carrier, you call that unprovoked?
Depends who you pointing at? You're obviously provoking liquidv2, so yes, Liquidv2 was unprovoked before your reply. And Liquidv2 wasn't provoking you, before your post, so that means you got to be the one that is provoking.

Subject: Re: Old player wants new info plz.
Posted by [bmr_71](#) on Fri, 26 Nov 2010 02:08:12 GMT
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People, please! I think we're all old and mature enough to not be "provoked" to do things.

Edit: on a more serious note, does having to read an extra couple of lines as you scroll down the page due to "trolling" really bother the mods? daaaaaaamn.
