
Subject: rude

Posted by [Tunaman](#) on Fri, 19 Aug 2011 08:45:16 GMT

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rude server owners misleading me

I'm legitimately kind of confused though, seriously

Subject: Re: rude

Posted by [Goztow](#) on Fri, 19 Aug 2011 09:48:22 GMT

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ORLY?

Subject: Re: rude

Posted by [EvilWhiteDragon](#) on Fri, 19 Aug 2011 10:40:46 GMT

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Hmm, seems like TK2 suddenly decided that they could use that nickname again, while it's technically ours (Cat's). They didn't use it for quite a while, so when we relaunched our sniper server, we picked that nick. This was due to 1) TK2 not using it and 2) a000000a not working for some magical reason. Now the BI XWIS modules are fighting each other, reconnecting every 10 seconds or so. Now that's a properly shared nickname .

Subject: Re: rude

Posted by [Tunaman](#) on Fri, 19 Aug 2011 10:44:50 GMT

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EvilWhiteDragon wrote on Fri, 19 August 2011 06:40Hmm, seems like TK2 suddenly decided that they could use that nickname again, while it's technically ours (Cat's). They didn't use it for quite a while, so when we relaunched our sniper server, we picked that nick. This was due to 1) TK2 not using it and 2) a000000a not working for some magical reason. Now the BI XWIS modules are fighting each other, reconnecting every 10 seconds or so. Now that's a properly shared nickname .

haha, I was wondering why they kept alternating. That makes sense.

Subject: Re: rude

Posted by [Spoony](#) on Fri, 19 Aug 2011 12:07:45 GMT

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i saw that too, figured it was some ingenious solution to the a00 problem

Subject: Re: rude

Posted by [EvilWhiteDragon](#) on Fri, 19 Aug 2011 12:19:45 GMT

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Spoony wrote on Fri, 19 August 2011 14:07i saw that too, figured it was some ingenious solution to the a00 problem

Top secret TT technology Hmm, I shouldn't have said that.

In the final version of TT every server on XWIS will use the same nickname, so we're done with that debate as well. The servers will automatically communicate how much servers there are and then they'll sync the time they are allotted to show each server. Quite ingenious tech this.

Subject: Re: rude

Posted by [Omar007](#) on Fri, 19 Aug 2011 20:41:20 GMT

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EvilWhiteDragon wrote on Fri, 19 August 2011 14:19...

In the final version of TT every server on XWIS will use the same nickname, so we're done with that debate as well. The servers will automatically communicate how much servers there are and then they'll sync the time they are allotted to show each server. Quite ingenious tech this.

I see what you did there

Subject: Re: rude

Posted by [EvilWhiteDragon](#) on Fri, 19 Aug 2011 20:44:54 GMT

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Omar007 wrote on Fri, 19 August 2011 22:41EvilWhiteDragon wrote on Fri, 19 August 2011 14:19...

In the final version of TT every server on XWIS will use the same nickname, so we're done with that debate as well. The servers will automatically communicate how much servers there are and then they'll sync the time they are allotted to show each server. Quite ingenious tech this.

I see what you did there

OHNOES ALL IS DISCOVERED!

Subject: Re: rude

Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 19 Aug 2011 23:28:40 GMT

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That nickname used to be mine, many moons ago.

Subject: Re: rude
Posted by [halo2pac](#) on Sun, 21 Aug 2011 05:00:16 GMT
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A0000000a is owned by halo2pac.

Subject: Re: rude
Posted by [liquidv2](#) on Sun, 21 Aug 2011 06:08:06 GMT
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i don't see how it's a problem
it is what it is
a problem would be something like this picture shows

Subject: Re: rude
Posted by [Goztow](#) on Mon, 22 Aug 2011 06:55:16 GMT
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We never stopped using it, AFAIK. But it's true that the dedi that was running it may have been offline for a little while (I should check with Sep).

Subject: Re: rude
Posted by [MUDKIPS](#) on Mon, 22 Aug 2011 08:12:39 GMT
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since when do you play again?

Subject: Re: rude
Posted by [Goztow](#) on Mon, 22 Aug 2011 08:23:55 GMT
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MUDKIPS wrote on Mon, 22 August 2011 10:12 since when do you play again?
I don't actively play Renegade anymore, though i hopped on NS yesterday evening for a game or two. But i'm unsure what this has to do with this topic?

Subject: Re: rude
Posted by [EvilWhiteDragon](#) on Mon, 22 Aug 2011 08:47:09 GMT
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Goztow wrote on Mon, 22 August 2011 08:55 We never stopped using it, AFAIK. But it's true that the dedi that was running it may have been offline for a little while (I should check with Sep). Well, none have been on your server since like months ago, that's for sure.

Subject: Re: rude
Posted by [Herr Surth](#) on Mon, 22 Aug 2011 10:22:26 GMT
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all servers are violence, I suppose.

Subject: Re: rude
Posted by [Goztow](#) on Mon, 29 Aug 2011 07:59:27 GMT
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I checked with Sep and we have been running this server for months on this hostname. It has not been very actively used for a while, though there have been some community wars played on it and it has been open for the public.

It's actually quite rude of you to start using this hostname while we've been using it for the last year or so. Especially as you have use of the a000000a, c and d hostname as well. It's not a matter of having the "right" to do so, just a matter of politeness. We are both on MSN quite regularly. Next time just give me a nudge.

We now changed the hostname to the d-nick, as it's just too stupid to have both our servers reconnect every 10 seconds, making them both unplayable.

Subject: Re: rude
Posted by [EvilWhiteDragon](#) on Mon, 29 Aug 2011 17:35:46 GMT
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Goztow wrote on Mon, 29 August 2011 09:59 I checked with Sep and we have been running this server for months on this hostname. It has not been very actively used for a while, though there have been some community wars played on it and it has been open for the public.

It's actually quite rude of you to start using this hostname while we've been using it for the last year or so. Especially as you have use of the a000000a, c and d hostname as well. It's not a matter of having the "right" to do so, just a matter of politeness. We are both on MSN quite regularly. Next time just give me a nudge.

We now changed the hostname to the d-nick, as it's just too stupid to have both our servers reconnect every 10 seconds, making them both unplayable.

We borrowed it, can't access 0a and 0c was used at the time. Furthermore TK2 have been rude in more than one occasion. Hadn't your server been offline in the period we checked and wanted to resurrect our server, we would've contacted you. the 0d was on borrow from idk who, but that was

arranged after 0c was given away to some other sniper server by cat.

Subject: Re: rude
Posted by [Goztow](#) on Mon, 29 Aug 2011 18:10:22 GMT
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Quote:Furthermore TK2 have been rude in more than one occasion.
Even if this was true, which it isn't, it's not a reason to not be polite yourself.

Subject: Re: rude
Posted by [EvilWhiteDragon](#) on Mon, 29 Aug 2011 18:39:31 GMT
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Goztow wrote on Mon, 29 August 2011 20:10Quote:Furthermore TK2 have been rude in more than one occasion.

Even if this was true, which it isn't, it's not a reason to not be polite yourself.

Eh?

You forgot about all the things that happened on our shared server? I mean, TK2 admins giving away vehicles when the game was in BI mode and BI players ingame is of course very polite... I could mention more, but if you want that, let's do so in private.

Edit: And while you're right that it's no reason for us to be rude, I'd like to remind you of your server being offline (for at least several days) was the reason you us not asking you. You weren't online then either.

Edit 2: May I remind you that you even after this thread and me posting it it, you were not bothered to contact us either?

Subject: Re: rude
Posted by [Goztow](#) on Tue, 30 Aug 2011 08:02:19 GMT
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No, but I did solve the problem...

Subject: Re: rude
Posted by [halo2pac](#) on Wed, 31 Aug 2011 21:21:45 GMT
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Goztow wrote on Mon, 29 August 2011 03:59It's actually quite rude of you to start using this hostname while we've been using it for the last year or so. Especially as you have use of the a0000000a,

