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[quote=Micahlele]

I'm so sick of you acting like you were some sort of godsend to RGL who offered to do so much and acting as if things never changed since you were kicked. You were not some saving grace for RGL, working hard and putting in 110%. You were a ticking time bomb that multiple people desperately tried to defuse until it literally exploded in sigaf00 and exa's faces and you had to be removed for your actions. You also weren't

[quote=steph]

booted off after pug banning one too many people who called me a tranny in voice chat because apparently i needed to go through someone to do that? despite other admins/mods not being able to? What?

[/quote]

snip

Let's go through why your staff permissions were slowly stripped away until the few human staff members at the time were begging and writing formal appeals to have you removed from RGL entirely. I don't remember the timeline 100%, so stuff probably isn't in order.

[/quote]

You want a fuckin nerd novel about how your league and this scene sucks ass? Sure. Let's do it.

[quote=Micahlele]

During the whole nursey broking etc pedophile thread, you made multiple attempts to reach out and message everyone and anyone who was possibly involved on behalf of rgl in a disgusting breach of privacy. No concern for who you were reaching out to regarding an extremely serious and sensitive topic. You continually pried at possible victims/individuals who wanted nothing to do with the situation at all. How you were not removed over this alone, I have no fucking clue.

[/quote]

Yeah dude, I reached out to people to try to see what in the fuck was going on, because god forbid I didn't and STILL fucking DON'T want pedophiles and abusive ppl in the community. And of COURSE I had concern for the people I was reaching out to and from. One of my now-ex gfs was one of the fucking victims. I was one of the people encouraging her to come forward with it at the time! Don't pretend that I was just fucking sharing shit with random people or that I didn't ask for consent on all sides, because that is horseshit.

How about this, big boy? You wanna throw stones? How about you look at some of the shit I've sent repeatedly thru private reports and recently in the TF2G discord that's just been wholly fucking ignored, about a person that has raped, lied, cut, beaten, manipulated, and gaslit their way thru... oh now I think it's up to THREE people? in the comp scene, who is STILL PLAYING RGL.

Do something about it, and then talk about how much you care about victims of abuse and manipulation.

Oh wait, no, you're too busy banning black people who say the n word. How rude of me to interrupt.

[quote=Micahlele]

You left dozens of AC cases unfinished while rushing to ban others off of singular logs or demos alone.

[/quote]

The entire AC team was not even anywhere close to organized at all, and pretending that my behavior was out of the ordinary in that regard is silly. And, I never did, never have, and never will, ban someone based off a single demo, unless it was HILARIOUSLY blatant, which I think maybe happened a SINGLE time. I wrote > 5000 lines of fucking anticheat. You really think that I was or am just like "ah well i guess i'll just look at 1 minute of a demo and call it a day lol"? Seriously?

[quote=Micahlele]

Not to mention you were warned multiple times to stop calling out players/talking about suspicious players, who were reported and actively being investigated by AC. Your posts on forums like tftv or in discords like the rgl discord as an rgl staff members ranged from inane, to straight up fucking bullying, to sharing information regarding anti-cheat or other RGL bans. You are probably one of the biggest reasons (definitely not the only one either) why admins often don't comment on issues. They don't want to wind up being the next PR nightmare like you constantly were.

[/quote]

I am a dipshit who is not really the best at keeping secrets, so I can't really ding ya on the "shut the fuck up about internal ac things" part, but I don't really think I ever bullied people, and if I did, I never, ever intended to. I try to be a nice person y'know, even if I definitely was a schitzoposter when I was still with RGL. Ya gotta grow up

sometime I guess, and I don't fault yall for telling me to shove it in regards to being a fucking weirdo at the time

But...

[quote=Micahlele]

In multiple projects inside of RGL you tried to plaster your name on everything and take credit that wasn't yours. You credited yourself on the RGL Updater Plugin without the original creator's knowledge or consent while barely actually updating or fixing anything inside of it.

[/quote]

This shit is the part I have a problem with. Not only is every single sourcepawn plugin GPL3, I made attempts to reach out to the original creator - which were ignored - prompting me to learn an entire language (sourcepawn) to fuck with it myself. Of course it wasn't a huge accomplishment - I changed like 5 lines of code - but I also wrote the rgl configs literally from a blank text document and consulted with a bunch of people who were and almost certainly still are smarter than me in terms of source spaget. That's part that I was actually wanting to slap my name on, because it took an annoyingly long time to fiddle with and get right, and get feedback for. Aad and I's name being on the plugin was an afterthought.

Shoot me.

[quote=Micahlele]

When Ashville had the nobuild discussion in the highlander scene you took a copy of a nobuild ashville that a player made, did some "bug fixes and edits" and slapped your name on it. You claimed the original creator would get some credit. Not only did they not, but when another staff member actually looked at your map compared to the original, you barely changed anything and didn't actually improve/the map. Taking credit for more things you didn't actually contribute to.

[/quote]

Me and the person who made nb1/nb2 (who's name I don't really remember, sorry :/) had a couple conversations, and he was like "ok i dont rly wanna do any more map dev lol" so I was like "ok". I had and have no problem with him taking or getting credit for that? Huh? I built on his already existing framework, which he built on the actual asheville (which, at the time, RGL didn't get permission from the map maker to modify either). Why wouldn't he get credit?

Regarding "not improving the map" - I was repeatedly! told by exa that "no we don't want improvements we just want the nobuild". I was like. Are you sure? I can remove that hologram thing that everyone hates, and exa was like. No. Do not do that. I was like. Hey I can properly flatten these ramps by adding blockbullets so that things splash properly. And exa was like. No. Stop. Do Not. So I was like, Ok. So I got to work on adding the nobuild and cleaning the map up a tiny bit. Keep in mind - this was a decompiled version of the map that I was recompiling. Recompiling an already decompiled map is not something that just happens. You gotta put in a ton of work to get it to work right, to remove invalid brushes, and deal with any weird errors. The author of nb1/2 put most of that work in! And I applaud him for doing so! But, there weren't any areaportals - so the map ran like shit. I figured I could do better by adding some area portals and removing some excess brushwork, so I did, after working on the stupid thing for a week or so because I was still learning how to use hammer, because I had never used it before. I wanted something challenging and interesting to work on, and I got it. Just because it looks very similar doesn't mean that there wasn't work put in - do you think all code optimization is visible to the end user? Do you think that you notice every time the apps on your phone update?

Let's not pretend that I was just copy pasting shit.

[quote=Micahlele]

Your moderation inside of the RGL discord (both through pugs and through chat moderation) was atrocious. Who the fuck puts an 8 hour slowmode on the general chat of a league discord because you couldn't handle the job? Me and other staff members were begging you to not put Another Fucking 8 Hour Slowmode on the general chat because we knew it was going to blow up. You did it anyway.

[/quote]

This is true. I am a dipshit in terms of jannying and nowadays I don't do it anymore because it fucking sucks and I have better things to do with my time than micromanage a discord server full of tf2 players. This is still true at Creators.TF as well! I hate moderating! BUT, as a fuckin weirdo 18 year old sperg with nothing to do, honestly? It was basically all I had. And that's pretty fuckin pathetic, but it's true, so I can't really disagree with you here.

And for the record, I'm happier than I've ever been and I'm gettin' better every day, baby.

[quote=Micahlele]

In pugs you banned people for calling you slurs. Gold star good for you, congrats on doing something well for once. Then you banned them for focusing you in pugs? You also banned them for trolling and running "throw weapons" while running sticky jumper yourself?
[/quote]

Yeah dude, I banned people who would routinely queue up only when I was playing because they wanted to harass me for being a funny tranny. They would feed for me, when I was just fuckin playing like pyro or some shit. Don't grossly misrepresent what actually happened like I just enjoy banning people "just because".

[quote=Micahlele]
Enough ripping into you though, RGL has/had staff who care a whole damn lot about the game.
[/quote]

Yeah? "Has" is doing some heavy lifting in that sentence, isn't it?

[quote=Micahlele]
Problem is that the people who would be/are good enough to do it shouldn't be and aren't doing it because they can do less work for more gain anywhere else. Their internal organization can still be a mess sometimes, but is it anywhere as bad as steph described, absolutely not.
[/quote]

Yeah. That's right! You found the pattern!

So why do you act like RGL doesn't perpetuate it, or that you couldn't have just told me to shove it and just made me a private developer with no public connection to the league? Probably would've been better for everyone involved, now that I think about it.

I don't act like I was a godsend to RGL. I was a smarmy little stuck up asshole.

But, considering that I

- Ran and maintained 3 pug servers (for free)
- Ran and maintained a mumble for RGL casts (for free)
- Repeatedly nannyped tf2 servers during casts so stream snipers couldnt join until i got so tired of it that i wrote a plugin to fix it by setting the server's max players (that was then ignored)

- Wrote your whole league's configs from nothing
- Learned how to use hammer
- Learned an entire programming language

Etc?

And basically the only fucking thanks or friendship I ever got was from Aad, and from a couple of the pug runners - all of whom quit due to similar feelings of burnout?

Would you not be fucking upset too?

I am not asking for, nor do I want, worship or adoration, or whatever the fuck you're saying. I just wanted a fucking crumb, a morsel, of praise or validation, or even just some fucking camaraderie from the people I was working with and for.

But there's the rub -

TF2 eats passion like candy, and gives nothing in return.

There is nothing here. It is a void, a sinkhole, a money pit.

And you know what? I'm ok with that, personally, because I still have some passion left to give, because nowadays I do it (mostly) for myself.

I love the game to death. I've played a billion hours, probably spent just as long buried in IDA or in some sourcepawn script or fiddling with srcds memory or god knows what else, and I'm STILL here fucking around with anticheat and Creators.TF.

But why don't take a look around you, in the comp scene?

Take a look at logs.tf. It's owned by zoob, who I have talked to once and then never again because he never answered his steam msgs. It hasn't been updated in, what, 5 years? It could go down at any time for any reason, and the community would be fucking crippled. Or maybe take a look at demostf. It's owned by icewind, who I don't think has any plans for leaving the scene - but I can only assume it costs a fucking TON of money to host the massive amount of demos he has! What if he snapped HIS fingers? Poof. Gone. Look at tf.tv. Enigma is barely here, and it's on life support. Basic features can't even be added because nobody wants to code em, and if they did, the ppl on here would fuckin yell at em about it. Look at mgemod, and soap. They were untouched for YEARS before I touched em and gave them a fresh coat of paint. If I hadn't, I am almost certain that nobody else would've, besides maybe twiikuu, bless

him. Hey, I wonder who originally wrote those plugins? Oh, Lange! You know, one of the brightest fuckin ppl in this community, who wrote two of the most popular mods for it. Where'd he go? Hey, remember CEVO? What was his roommate's name again?

Look dude, maybe I'm being an overdramatic andy here, but the people who haven't left this hellhole of a "competitive scene" yet can - and will - snap their fingers, and the infrastructure that you have never thanked them for (or worse, that you yelled at them about!) will disappear.

The community in general's conduct towards its volunteers and passionites is pathetic. It is beyond fixing. And I may have been an annoying immature loser when I was with RGL, but my passion for TF2 and gamedev in general has not changed since I started playing my first highlander game with Miggy, in the last season he played before he died. He would talk about servers and plugins and anticheat and alt detection, and it sounded so COOL dude. I was like 16 then. I was fuckin enamoured.

But I am no longer enamoured, at least not with this side of the game.

The Comp TF2 scene is driving a car with no gasoline, and smacking it when it sputters.

Don't be suprised when it fucking explodes.

[quote=Micahlele]

TLDR Steph's removal was absolutely warranted and I'm shocked it didn't happen sooner.

RGL is nowhere as bad as she left it but definitely not perfect.

[/quote]

I mean hey. I guess it's a little better. You guys finally turned on cloudflare!