



DEV TEAM HISTORY

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CH. 0 - WELCOME TO THE THUNDERDOME:

Welcome to my document on the history of the Creators.TF dev team. I first joined the team in November of 2019 and stayed with the team until some point in mid 2020. I was around for all the earliest internal/external drama, and after seeing numerous incorrect retellings of events, I decided to throw this document together and finally put out the truth.

I want to start off this document by addressing the story that Tyler McVicker "joined the team and made a grab for power". To the best of my recollection, Tyler McVicker was the co-founder of the project alongside Amper Software owner Moonly Days. There was no reason for McVicker to pull a power-grab. He already had the power.

As well, for those unaware of what my role on the team was; I was a programmer. I had brought the custom weapons backend plugin with me from another team I was on prior to Creators.TF. I personally commissioned (\$100, *out of my own pocket*) the creation of the Creators.TF paintbrush model from N-Cognito, whom I also got hired onto the Creators.TF team as a modeller. I created the custom backpack icons for the Creators.TF paintbrushes, as well as the texture and backpack icon for one of the event crates. In the end, I did gift the team the paintbrush model and told them they could use it however they saw fit. I also tried to keep the team together on multiple occasions and tried (*and failed*) to help mediate interpersonal issues between several people on the team (*such as Stephanie and JonathanTF2*).

CH. 1 - MERRY FUCKIN' SMISSMAS:

Starting off strong, we'll go over the very first update we put out at Creators.TF; the Smissmas Update, and the drama that ensued after we launched the update. This was our first update and we had added some custom cosmetics players could obtain, as well as some new maps from the Steam Workshop. We of course asked the authors of the cosmetics we picked for permission to use them and also for the actual model and materials for the item if they had not been publicly released on somewhere like Gamebanana. We didn't use any cosmetic item models without permission.

The drama stemmed from the Workshop maps we used. The creators of the maps we used were not aware that their maps had been picked for use in our update. Several authors did join the public Discord and voiced their surprise at finding out their maps were part of our update. As a result, some drama ended up being started by users in the public Discord.

According to the users in the public Creators.TF Discord at the time, we were *required* to ask map authors for permission to use their maps. There was also some minor belief that we were supposed to pay the creators of the maps in order for us to be able to use them. This however was not the case at all. When a map is released on the

Steam Workshop or GameBanana, that constitutes a public release meaning any server can use the map without requiring permission to do so. And we did not have to pay them to use their maps.

So I tried informing the users in the public Discord of this, explaining how the maps were publicly released, how no other community in the history of game servers has had to ask permission to use a publicly released map, etc. And I got major heat from the public over that, for no real reason. I was verbally shit on heavily over that.

What we ended up finding out, halfway through the drama, was that people were under the belief that we were somehow profiting off of using the maps. That misconception was entirely why we were supposed to have asked permission/paid the map authors to be able to use their maps, according to the public Discord users. That was the entire crux of the drama; the misconception that we were profiting off the maps. Eventually people finally calmed down. After that situation, we made sure we contacted map authors as well as cosmetic item/weapon authors for permission, just to keep people from stirring that same drama up again.

I should also note that after this drama occurred, I had pinned a message in one of the private dev Discord channels, directed at the team, reminding them to always contact item/map authors when we decide to use their content. It was part of a list I wrote of "things to make sure we do before we push a new update". The list also included items such as making sure that update pages are in proper order and any images and links on said pages are working. Despite writing that list, nobody on the team paid attention to it and several of our patches down the line ended up having these issues where people weren't contacted, or where update pages had issues that could have been easily fixed before they were pushed live.

CH. 2 - BORDERLINE ARTISTIC:

The next topic of discussion, in chronological order, is the situation we encountered with our first artist. At the time, our only artist was a user named Boba ([bobatealee](#)). You may know of Boba from their unusual particle effects on the Workshop, or how they got into an edit war on the TF2 Wiki with another user over how a certain unusual effect table template was styled, which resulted in both users being banned temporarily. We had roughly 10-12 programmers and 1 singular artist. Moonly wanted to hire additional artists to balance the team out. Sounds like a good idea, right? Unfortunately when Boba found out, they took it as "Moonly wants to get rid of me".

I had been speaking to Boba privately over DM on Discord, trying to calm them down and keep the team together. Yeah, surprise, I was trying to keep the team together contrary to what a lot of people believe about me. I tried to tell Boba that Moonly was not trying to get rid of them. I tried explaining how we had 10-12 programmers and 1 artist. I tried telling Boba they could train the new artists to work in Boba's art style. I even offered to pay Boba out of pocket to let us continue to use the Creators.TF paintbrush backpack icons they had made if they left the team. Boba however was under the belief that they could handle all the artist work themselves. And I told Boba that it was fine and dandy if they could do it all themselves but Moonly still wanted additional artists.

Eventually Boba left the team and threw together a Google document outlining their "reasons" for leaving the team and how they were the victim of the situation. A fair bit of that document was untrue. Boba left the private dev Discord but stayed in the public Discord. They just didn't chat at all unless any minor drama started up, at which point they'd come alive and post their Google doc and try to slander Moonly even if the current drama had nothing to do with Moonly.

I found myself asking multiple times, over a few months, if we could finally kick Boba out of the public Discord because they were obviously only in there to stir shit up. The removal didn't happen outright and took some time to finally happen. Now, while I don't have screenshots of a lot of the stuff I'll talk about, I do have screenshots of my entire chat with Boba wherein I was trying to calm them down and keep them on the team:

The following 5 links are now dead because I stupidly used external links to Discord-hosted images. I don't have copies of the images anymore but if anyone knows how to fix these URLs and re-obtain the screencaps, or if you have the screencaps saved, you can email them to me @ 404usernotfoundtf2@gmail.com and I can re-add them directly to the document.

- [Part 1](#)

- [Part 2](#)
- [Part 3](#)
- [Part 4](#)
- [Part 5](#)

As well, at one point when Boba had posted their Google doc in the public Discord, I happened to be online and noticed, so I started discussing the reality of why Boba left (*not wanting to work with other artists*). Several people in the public Discord started telling me to shut the fuck up, telling me I was "digging up dirt" and "causing drama". Since I was a moderator on the public Discord at the time (*back then, team members were also Discord mods but this got changed later*) I decided that if me telling the truth is digging up dirt, then Boba posting their document is also digging up dirt. And so I searched the entire Discord for any instances of Boba's Google doc URL being posted, and deleted every instance.

CH. 3 - [\(NOT SO\) SECRET AGENT MAN:](#)

Next up is the story of our original server host, JonathanTF2, and why he left the team. JonathanTF2 was a decent guy, but as time went on and more and more decisions about server rules were put into place, the cracks started to show. What we didn't know at the time, but found out afterwards, was that he was a 4chan user and held some very troubling beliefs.

I'm going to skip forward to the main topic of this chapter; why JonathanTF2 left the team. On the night he left, prior to him leaving, we had been having a discussion in the dev Discord. At some point in the conversation, JonathanTF2 used the word "fag". Now, JonathanTF2 is from the UK and that word has a different meaning over there (*cigarette*). However the way he was using it in this instance was not pertaining to cigarettes.

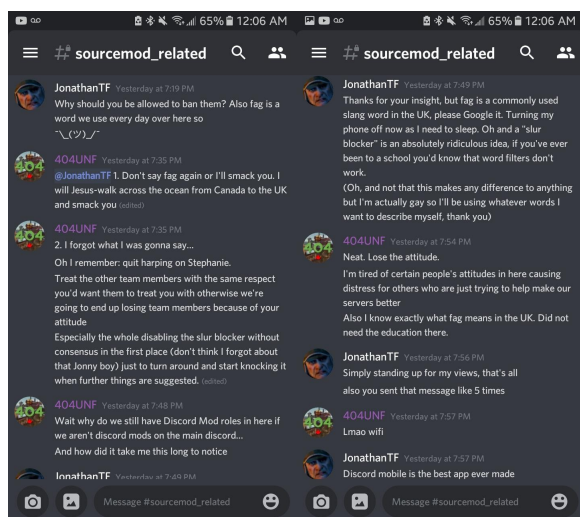
So I said in response, and this was fully intended as a somewhat sarcastic response, that if he were to use the word again, I would "Jesus-walk across the ocean from Canada to the UK and slap you". Admittedly, upon looking back, I can see how it could possibly be misconstrued as a "threat of physical violence". Regardless, there was no credible threat of violence meant with that statement.

I don't recall how long after that it was when JonathanTF2 posted his resignation letter in the dev Discord. At the very least, it was about an hour after the above happened. Regardless, he posted his resignation letter in the middle of the night. Moonly Days had just gone to sleep for the night. I unfortunately do not have a copy of the resignation letter from the dev Discord. As part of his resignation, JonathanTF2 shut down all of our servers in the middle of the night, no doubt to maximize the amount of downtime we would have while waiting for Moonly Days to wake up. He apparently also re-rented the servers out to "people who wanted to run a server but couldn't afford one", which I have seen no evidence of, and highly doubt to be true.

He also took to 4chan's /tf2g/ thread on the /vg/ board and began leaking screenshots of dev Discord conversations including a screenshot of the above conversation he and I had before he left. He of course left out the bit where he admitted to being gay. We had been having issues with dev Discord conversations being leaked on 4chan and looking back on it now, I am fairly certain it was JonathanTF2 the entire time. What also got leaked to the /tf2g/ thread was a DM between JonathanTF2 and another person wherein JonathanTF2 expressed that he was tired of running servers for Creators.TF because of changes to server rules related to hate speech, and that he was intending on springing his retirement on us at random. That leaked DM strengthened my belief that he used the conversation he and I had as his "way out" and played it like he was worried for his safety over a "threat of physical violence".

What we did not realize for about 6 months after he left was that he had gone through the Creators.TF SourceBans and undid a wide array of hate speech bans. Stephanie, one of our programmers and the temporary server host after JonathanTF2 left, happened to notice players she recalled banning before were back on the servers. Upon checking the SourceBans it was quickly realized what JonathanTF2 did. Thankfully we had a backup of the bans so the issue was fixed pretty easily.

Update - August 9th, 2024: Dug up an old cellphone I had used during my time on Creators.TF and surprisingly I had saved screencaps of the conversation between Jonathan and I where he said he was gay:



As you can see, he claims he was going to sleep. This is not what occurred. He was still active for several hours afterwards, drafting his resignation letter and shutting the servers down on us because he knew Moonly was asleep at that time and the servers would be down for hours. Jonathan did not leave the team due to “credible threats of violence” as he claimed. I tried to keep things light hearted with him a couple times, such as diverting the conversation to the mod roles, or laughing over my WiFi (*which did screw up and send a message 5 times*), just so he hopefully wouldn't feel like I was singling him out or anything. He just had an attitude about him and wasn't being the best team member. These screenshots also somewhat prove my point about me having to be the one to try to get the team to stick together and not fight all the time.

CH. 4 - PERFECTLY (IM)BALANCED:

I may have this chapter and chapter 3 the wrong way round. I forget which happened first.

Early on, before we brought HiGPS on as our main weapon balancer, we had two weapon balancers on the team; Tougefoodservice and Stox. Tougefoodservice was a bit troublesome. During a dev team voice chat, which was later leaked onto 4chan and other sites (*probably by JonathanTF2*), Tougefoodservice chose to refer to Twitter users as "trannies". The Twitter users in question he was referring to were users who had been complaining about something to do with one of our updates or the current balancing of our custom weapons. It was quite out of left field. Tyler McVicker, who was the project co-founder and who was on the voice chat at the time, called a vote to kick Tougefoodservice off the team. I was also in that voice chat at the time and I seconded the vote. However, my vote was likely not heard due to internet issues I was experiencing at the time as I was outside on my deck having a smoke and my WiFi signal was not good. Upon a later re-listening of the recording, I did hear myself, after the vote happened and failed, stating that I had in fact seconded the vote.

The vote did not pass, but Tyler McVicker ended up temporarily leaving the team until such a time arose when we had taken care of "the issue", the issue being Tougefoodservice. We eventually did kick Tougefoodservice off the team, after which Tyler McVicker rejoined the team. I know the common misconception is that Tyler McVicker "abused his power" and forcibly removed Tougefoodservice from the team but that's just not correct. We as a team chose to remove him when Tyler McVicker wasn't even on the team or in the dev Discord.

Stox was removed from the team later on, if memory serves me right. As for mentions of them being "incompetent" as claimed by HiGPS in his recent video about Creators.TF's shutdown, it wasn't really their fault. They would pitch balance suggestions for the weapons that the players had issues with, but nobody paid them much attention. They can't exactly be useful if the rest of the team isn't paying attention to what they're saying. And with the nature of Discord being what it is, new conversations would occur and push the weapon balance discussions out of the way.

CH. 5 - EMBEZZLEMENT? BETTER CALL SAUL:

Next up, we have more drama sparked by 4chan's /tf2g/ thread. A conspiracy theory that was passed around the many editions of the /tf2g/ threads at the time was that one of our team members, Vipes, was embezzling money from the Creators.TF Patreon/PayPal. These claims were of course untrue. Vipes was initially on the team "in secret" due in part to the negative attention he had been receiving from two specific members of the TF2 Emporium; [Drew](#) & [Metabolic](#). Vipes' involvement on the team was *supposed* to be kept private as a result of said potential negative attention, but somehow or another (*probably because of JonathanTF2*) word got out that Vipes was involved with Creators.TF. The two individuals from the TF2 Emporium not only spurred on rumors that Vipes was embezzling funds, but they also went as far as creating a spreadsheet logging every purchase Vipes made on Steam/Fallout 76 in an effort to further their claims that he was embezzling money from accounts he had no access to.

Obviously, as a community contributor who had items accepted into the game, Vipes' money came from that work. One post I can vividly recall seeing on /tf2g/ which likely came from one of those two stalkers of his, had the poster claiming they had "an in at Valve", and that they "would make sure that he [Vipes] never got another item accepted again". What happened a little while later in that year's *Scream Fortress* update? Vipes got an item/items accepted into the game. So much for having "an in at Valve", eh?

The misconception was that Vipes had access to the Creators.TF PayPal. Quite the opposite, the only person who had access was Moonly Days. If anyone was embezzling funds, it was Moonly.

CH. 6 - EXIT STAGE LEFT:

The events in this chapter were also corroborated by Moonly Days in the public Creators.TF Discord the day I left the team. Some people in the public Discord were curious as to why I left the team. Thankfully, unlike what happened in May 2015 with TF2Classic, when I was removed from that team under false pretenses and a false narrative about my removal was put out in the Facepunch thread for TF2Classic, Moonly Days actually put out the truth about why I left.

Late into 2020, after all the above had happened, I found myself not doing much of anything for the project. I wasn't in the public Creators.TF Discord server and had been suggested by Moonly to stay out of the public Discord in an effort to prevent drama from starting up over nothing. I got bored one day and happened to rejoin the public Discord and was chatting it up. I mentioned the Adult Swim cartoon *Squidbillies*, specifically the therapy episode where the main character Early Cuyler and the town's sheriff named "Sheriff" go to the therapist. The end joke of the episode is that they misread the door (*which said TheRapist*) and that the therapist was actually "the rapist".

As a result, I was DMed by one of the other team members who, if I remember correctly, had joined long after I did but who had managed to get a high up position managing the servers or something to that effect. I was given a verbal warning about being in the public Discord and I think they may have threatened to remove me from the team (*but don't quote me on that, I can't remember 100%*). I responded to that team member telling them they didn't have the power to do so. As best as I can remember, the team member who messaged me first may have been Nanochip, one of our other programmers who I knew from the SourceMod/AlliedModders community.

I completely expected what happened next; Moonly Days DMed me. If I had to make a guess, I'd say that Nanochip most likely had DMed Moonly and told him the incorrect assessment of me "making rape jokes". I forget what specifically happened in that DM but what ended up happening as a result of my chat with Moonly was that I split with the team amicably. I'll be honest; I had completely checked out of TF2 and hadn't contributed anything to the project in quite some time and my leaving the team was something I had given thought to before this went down.

There was also some confusion amongst the public Discord moderators about what I had said, with some believing I had been "making rape jokes" which was not correct. Regardless, as mentioned earlier, my departure from the team was announced and the truth of what had happened was provided. And I thank them for not going the

TF2Classic route and making up a fake reason to tell everyone about why I left. I enjoyed my time on the team while it lasted, I enjoyed working with most of the people I worked with. I only had issues with people like JonathanTF2 and Boba for the reasons mentioned in earlier chapters.

CH. 7 - THE GANG ATTEMPTS A COUP:

Now begins the real fun. A while after I left the team, I was made aware through a friend that there had been a leak of the contents of a private Discord server set up by several (*but not all*) of the remaining Creators.TF team wherein they were discussing ways to remove Tyler McVicker off of the team. They didn't just invite other team members to this Discord. Oh no.

They invited Tougefoodservice to that Discord server. The former weapon balancer mentioned in Chapter 4, whom we had kicked off the team for very valid reasons. They also invited a user from this little memeshit subcommunity that came around because of Creators.TF, called Megabastard.TF. The user they invited was Crazy Moth GF, a user I had correctly identified as being a potential problem early on in my time on the team. Back when I was on the team, when Megabastard.TF and their Discord server first sprouted up, I had started receiving DMs from people in the public Creators.TF Discord informing me that the Megabastard.TF Discord was being used as a place to talk shit about the team or to plan ways to fuck with the team. I couldn't verify these claims myself as I didn't feel like joining their Discord server. Some members of our dev team were in their Discord, and those team members did dispute the claims about the anti-Creators.TF dev team sentiment in the Discord. There could have been secret channels hidden from the view of the dev team members who were in their Discord server though. I honestly have no idea.

Back to the secret coup Discord. Discussions were had in this Discord, apparently about ways to get Tyler McVicker off the dev team. When it became apparent to Crazy Moth GF that the dev team were *not* going to go through with the "coup attempt", Crazy Moth GF leaked the entirety of the secret coup Discord's conversations. I have not read these leaks yet. I caught wind of the existence of this coup Discord, as I mentioned at the start of this chapter, through a friend who was aware of what was going on. Needless to say I was quite frustrated at the team and their choices. They could have sat down with Tyler McVicker and actually talked to him and requested he leave. They could've done it many different ways that didn't involve inviting an ex-team member that he fired, and a non-team member who I knew was trouble from the get go, to a secret Discord where they all could plot against him.

These events lead us to the next chapter of this story...

CH. 8 - LEAKY FAUCETS:

As mentioned in the previous chapter, I was quite annoyed. I had been trying to keep the team together, back when I was on the team. And then I leave the team and what happens? Things devolve to the point of attempting a coup. So I got pissed off. I had an old copy of the repositories of the website and server plugins' source code, and a copy of the contents of the Creators.TF Google Drive folder and its documents.

Not realizing that there were API key and SQL DB login details in one of the website's PHP config pages, I threw together a ZIP file and dumped a leak onto 4chan. I regretted leaking it as soon as I did it. Even moreso after the API info was found. For those wondering how I didn't know that info was in there: I avoided the site side of things entirely. I can do PHP quite well but I mostly stuck to working on the SourceMod server plugins. I had no clue how the site was coded up or what was in half of the files. I just haphazardly threw everything in without looking through things first. Then, an old face made a return to the scene after I posted the leak.

Guess who's back? Back again? JonathanTF2's back, (*don't*) tell a friend. Yes, JonathanTF2 returned once again after I leaked the months-old code. He found the API info and with it, obtained an up-to-date copy of the code and in turn leaked that on 4chan. Because of course he did.

Had Creators.TF been smart and been updating the API/SQL passwords/keys whenever someone was let go from the team, the leaks would not have been of any consequence. They never updated anything. After I left the team, I

had edit access on the Creators.TF Trello for half a year. I had access to their Google Drive contents for half a year. The only thing they were quick to remove my access to was the git repos, which they removed the day I was let go. The team was very mismanaged. It was plain as day to see. I did enjoy my time on the team and helping them out with their SourceMod woes, but again, it was a shit show through and through much like every other project in the TF2 community sadly is.

CH. 9 - RAPID FIRE ROUND:

This chapter will just be a “rapid fire” chapter where I tackle a couple smaller things real quick:

CH 9.1 - THE SLUR BLOCKER

One of the major bones of contention for JonathanTF2, and part of why I believe he was the one leaking dev Discord chats and secretly fucking with the project the whole time, was Stephanie's slur blocker plugin. The plugin used a list of slurs and if I remember correctly, some regex functionality to find instances of slurs being used in chat and would dole out a punishment. This resulted in some false positives like someone being banned for saying "vinegar".

It was a good idea, but I will admit the implementation was, in my mind, what was bad. It shouldn't have just handled the player itself. It should have instead reported instances of potential slur use to a Discord channel (*which is possible to set up with SourceMod plugins and a custom Discord bot*) where staff can check it themselves to verify the veracity of the report before taking action.

I should have voiced some concern over the idea, but it was a case where it was just implemented without any feedback on the idea being requested first.

CH 9.2 - DRAMA IN THE PUBLIC DISCORD

This was definitely an issue and while I am quite certain that most would tend to point the finger at me for this, I hate to say it, but I am not to blame for the drama in the public Discord. The issue was the community. The people in the public Discord. Look at the Smisshas update chapter of this document, and read what happened. People in the Discord had an incorrect belief about what we were doing, got mad about it and proceeded to flip out when someone (*me*) tried to correct them and point out the reality of the situation. Had it been anyone else on the team explaining the issue to them, I guarantee there wouldn't have been an issue. But the way I see it, because it was me doing the explaining, it became yet another occasion of "let's fuck with 404".

CH 9.3 - HIGPS VIDEO NOTES

HiGPS did [a video about the end of Creators.TF](#) and in it, said a few different things I need to address;

- Nobody on the team was in the KKK. I have no clue where he got this from.
- The team member he mentions at one point in the video, who was a talented programmer and helped him with the Wrangler code, was me. He knew my name. He could have named me. He chose not to.
- Drugs were not a major part of my life. Cannabis is the only thing I use. Anything else I may have said I did over the years was a lie that far too many people believed far too easily.
- The criticism of the team mostly being "20 year olds" is a really bad criticism to lean so heavily on. I feel like he tried to lump me into the "20 year olds" group, however while HiGPS is (*I believe*) 32 at the time of writing, I am 34.

CH. 10 - IN CLOSING:

As I've stated a few times in this document, I did enjoy my time on the team initially. I enjoyed helping them figure out what could and could not be done for SourceMod plugins and new ideas we had. Like trying to figure out if custom warpaints were possible, or custom taunts, or custom announcer packs. Speaking of the announcer packs, this is why we never ended up shipping them as a server plugin as part of the Half Life Alyx update we did. We ran into issues with some administrator voice lines being served client side and we couldn't modify those with a server plugin. That's why we shipped the G-Man announcer pack as a custom VPK mod instead. We even had a model made by N-Cognito for the backpack icon with an interchangeable screen texture so we could do multiple announcer packs. Sad that that idea died. I think we had planned on doing a Tyler McVicker announcer pack as well.

For those who want to shout about a lack of proof of things said in this document: I wish I could have gotten more screenshots of various things mentioned in this document to help cement the fact I am in fact not bullshitting anyone. Sadly I do not have access to either the public or private dev Discord servers for Creators.TF. I could ask someone from the team to get screenshots for me but I'd prefer not having to bother anyone about this. And chances are a lot of that early stuff has been wiped from the Discord servers. I just wasn't ever like most people in the community who seemed to enjoy screencapping everything and anything they could to use against someone in the future. I had better things to do then put together a well-organized folder of Discord chat screenshots to use against others. So you're going to have to take my word. I may not have specific details like exact dates and times of when certain things happened, but the basic gist of what I've outlined in this document is correct and anyone who was on the team early on can verify these claims like Stephanie, Tyler McVicker, Moonly Days, Rob, or Nanochip.

If I've gotten some detail incorrect, then my apologies, point it out and I'll correct it. But do keep in mind that I was there. I was active on the team during the time everything listed occurred. There's just been far too many instances of people who got removed from the team telling their side of events and stretching the truth to suit their needs. I have no stake in anything. I have nothing to gain or lose by telling more lies about what happened. This document exists purely to set the record straight and to also shed light on some things that may not have been known until now (*such as the identity of the two people behind the Vipes harassment*).

While some on the team may (*and in fact did*) point the finger at me and blame me solely for the death of Creators.TF because I leaked some old outdated source code, I cannot in good faith take all the blame. JonathanTF2 had a hand in the demise of the project with his own updated code leak. The team itself had a hand in their own demise with their lack of coordination and inability to work together. HiGPS had a hand in the demise of the project because he was too busy with his own weapon balancing project, and in my estimation, he did not know how to properly manage a project like Creators.TF. Maybe in an alternate universe, the project would have been a success. Maybe if the TF2 community wasn't full of people who were out to make a name for themselves at the expense of others, it would have been a success.

Unfortunately, with most of the actual Amper Software "employees" leaving Creators.TF to work on Team Fortress 2: Source 2, like Moonly Days, Kaya and N-Cognito (*glad they finally gave him something to do after I got him hired*), new people took over, and thus the project was doomed. What's even funnier is that TF2: Source 2 later got DMCA'd to death by Valve. I wonder what Amper Software is going to work on next. Hopefully they've learned their lesson from Creators.TF and TF2: Source 2, and will work on their own self-made project instead of something related to Team Fortress 2.