
Subject: Time to put a fork in it?

Posted by [BelPowerslave](#) on Tue, 11 Aug 2009 05:30:52 GMT

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What do we think guys? Is it time to finally put a fork in RGVS and ASG? Seems like they're both done to me. When even trash like Radeon is posting bait just to get some conversation going, it seems like it's officially the end for both of these groups.

For a while now I've been posting stuff here in RGVS/ASG that I had originally posted elsewhere, in forums and whatnot, just to try to get some conversation going...but, unfortunately, I don't think I'll be doing that anymore. Though I don't think I'll ever delete either of these groups from my usenet list...I've found that, more and more, there's not much point in putting forth the time and effort to do this when there's little chance of getting any sort of conversation going in here(or ASG).

Let's be honest: It's been going this way for a while now...and I'm just sort of wondering where everyone has been going. I mainly stick around my own forums, and hit places like Digital Press and Sega-16 from time to time. Where do ya'll go?

I wrote this up to, mainly, just say that this will probably be one of my last posts, of any substance, here and in ASG. Just seems like it's not worth the time anymore... :(

Breaks my heart to say it too, these two groups have been my online home since 1997(earlier than that, actually, 1997 is just the earliest year I can find any record of myself in the Google Groups archives). I loved talking to my online friends here about all things Sega. I loved chatting about off-topic stuff...Hell, I even enjoyed some of the bickering.

I remember waking up every morning and the first thing I'd do, before even checking email, was hit RGVS/ASG and tagging everything I was going to reply to at some point throughout the day. I would hit the groups multiple times a day too, just waiting for new posts to pop up...for new discussions to take part in, for new topics to jump at. Good times...man I loved it.

Believe it or not, I actually left these groups for a few months a long while back. We were having some massive issues with trolls and crossposters...I just couldn't take it anymore...and decided to leave for a while. When I finally came back, things had calmed down...the crossposters had lost interest and the trolls had moved on to bashing the Xbox(because, you know, anything that opposes a Sony product is immediately inferior...no matter what). I regret leaving the groups for even that small amount of time now...

Please don't think this is an attack on anyone here in the group. Over the years we've *all* done our part to try to keep these two groups alive...and it really has helped...but I think it's just dried up beyond the point of repair now. Again, it breaks my heart to say that.

Anyway, I'll still be around to help out those out in need...and will contribute to any conversation that comes about, but I think I'm tapped out in terms of new postings. Maybe we'll see a few "help" posts from time to time, like the recent "Bel needs SMS advice *badly*!" thread(another one that originally started in a forum and was added here in RGVS)...who knows.

As always, any and all from either RGVS or ASG are more than welcome to join us over at the Whip Ass Gaming Forums. It's a smaller community(much like here), but we have some fun chatting about this and that. You'll be in good company with RGVS/ASG regulars Scott H, Benstylus, Fritz, Bluecrabfive, Dandy and others. If you have any questions, feel free to ask...if you have any issues getting signed up, let me know. :)

Whip Ass Gaming Forums Primer: An introduction to WAG Forums.
<http://whipassgaming.com/wagforums.htm>

Finally, if you haven't already, be sure to stop by the RGVS Memorable Quotes section of my site at some point. It's a text-based walk down memory lane that I *promise* you'll love(there's even some hip midi to accompany you during the trip). :)

<http://whipassgaming.com/rgvsquotes.html>

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"With no possible contact to the outside world you begin your adventure, ready to accomplish your mission, praying to return alive."
- PowerSlave

Subject: Re: Time to put a fork in it?

Posted by [Kendrick Kerwin Chua](#) on Tue, 11 Aug 2009 11:08:49 GMT

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In article <h5r05o\$Rth\$1@news.eternal-september.org>,
BelPowerslave <bel@whipassgaming.com> wrote:

> What do we think guys? Is it time to finally put a fork in RGVS and ASG?
> Seems like they're both done to me. When even trash like Radeon is

> posting bait just to get some conversation going, it seems like it's
> officially the end for both of these groups.

You know, a working killfile is a wonderful thing. I don't see anything from a few posters unless they're quoted in other people's posts, and then nothing at all if one of them starts a new thread. :)

I think that for RGVS in particular, the group's relevance faded fast when Sega left the hardware business. Without a console for advocates to defend, or a clear platform strategy that was transparent to the public, there really ceased to be anything worthwhile to talk about. Conversation about preservation and repair is necessarily limited to specialized web forums, and talk about specific games tends to happen in the other groups that are specific to a particular platform.

Still, I don't know that it's completely done. Newsgroups wax and wane with the public interest. They should reflect what's going on in the rest of the world, and not be an end unto themselves. In that spirit, I'm going to keep RGVS at the top of my .newsrsrc file in anticipation of Sega's next big move. You never know what's coming.

-KKC, imagining a PSO/Monster Hunter crossover. Ooh, flying bird buddies that act like Mags, that would be cool. :)

--

-- "Very long easy right, | kendrick @ |
baby!" | io . com | <http://www.io.com/~kkc>

Subject: Re: Time to put a fork in it?
Posted by [Ted](#) on Thu, 13 Aug 2009 11:37:29 GMT
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Everything lasts forever...

Subject: Re: Time to put a fork in it?
Posted by [Scott H](#) on Thu, 13 Aug 2009 18:22:42 GMT
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BelPowerslave wrote:

> What do we think guys? Is it time to finally put a fork in RGVS and ASG?
> Seems like they're both done to me. When even trash like Radeon is
> posting bait just to get some conversation going, it seems like it's
> officially the end for both of these groups.

I think we should all make a commitment to post our Sega relevant thoughts here even if nobody replies. I know for a fact that people in

the industry monitor these groups. I seriously doubt they find all of our forum comments through search engines though. Maybe something will take seed at Sega, or some fresh new start up, that will bring us something wonderful to play again.

-

Scott

<http://www.gamepilgrimage.com>

Subject: Re: Time to put a fork in it?

Posted by [bluecrabfive](#) on Thu, 13 Aug 2009 20:08:27 GMT

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On Aug 11, 1:30 am, BelPowerslave <b...@whipassgaming.com> wrote:

- > What do we think guys? Is it time to finally put a fork in RGVS and ASG?
- > Seems like they're both done to me. When even trash like Radeon is
- > posting bait just to get some conversation going, it seems like it's
- > officially the end for both of these groups.

Pretty much...I take a look every now and then but its just as likely to be spam for bootleg watches and penis enlargement as it is to be something on topic. Radeon, Blig Merk, Sprite Scaller's, etc., etc. act really is tired isn't it?

Usenet really has been going downhill as far as traffic goes for a long time. No bells and whistles like avatars and posting images must be too bare bones for most folks I guess.

- > Let's be honest: It's been going this way for a while now...and I'm just
- > sort of wondering where everyone has been going. I mainly stick around
- > my own forums, and hit places like Digital Press and Sega-16 from time
- > to time. Where do ya'll go?

I don't post anywhere as much as I used to, probably your forums more than anywhere else. I do lurk at a few other sites just not a whole lot.

- > Finally, if you haven't already, be sure to stop by the RGVS Memorable
- > Quotes section of my site at some point. It's a text-based walk down
- > memory lane that I *promise* you'll love(there's even some hip midi to
- > accompany you during the trip). :)
- >
- > <http://whipassgaming.com/rgvsquotes.html>

"Are your shadows...feeling not so blue?"

I've been away for a while so I don't know if this has been discussed

yet but, does anyone else feel uncomfortable when Ryo asks everyone if they know where "sailors" hang out?

"Can you tell me where I can find some sailors?"

"Excuse me, are those sailors over there?" - Chad Faber

Classic.

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Fri, 14 Aug 2009 07:18:31 GMT

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> Everything lasts forever...

Except Sega quality...;)

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"Hey look, I didn't mean to drag your balls in to the discussion"

- Chazz Michael Michaels, Blades of Glory

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Fri, 14 Aug 2009 07:23:00 GMT

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> Pretty much...I take a look every now and then but its just as likely
> to be spam for bootleg watches and penis enlargement as it is to be
> something on topic. Radeon, Blig Merk, Sprite Scaller's, etc., etc.
> act really is tired isn't it?

It really is.

> Usenet really has been going downhill as far as traffic goes for a
> long time. No bells and whistles like avatars and posting images must
> be too bare bones for most folks I guess.

Honestly, I have not visited another usenet group other than ASG and RGVS in years. I used to post in AGVXbox back in the day, but the spammers, crossposters and Sony cocksuckers ruined that for me after a while. I, sometimes, look at it via Google Groups, just to see if anything has changed...it hasn't.

> I don't post anywhere as much as I used to, probably your forums more
> than anywhere else.

I certainly appreciate it. :)

> I do lurk at a few other sites just not a whole
> lot.

I used to do a bit of posting at a few various forums...but it never
seemed to last. Something always happens to drive me away from them.

> "Are your shadows...feeling not so blue?"

It never gets old...ever. If I knew Rox's address, I'd email him a print
out of that picture once a week until I died.

> I've been away for a while so I don't know if this has been discussed
> yet but, does anyone else feel uncomfortable when Ryo asks everyone if
> they know where "sailors" hang out?

>

> "Can you tell me where I can find some sailors?"

>

> "Excuse me, are those sailors over there?" - Chad Faber

>

> Classic.

Yeah, that one is just awesome. I often times think about sifting
through old archives of RGVs/ASG and digging up more quotes...just can't
ever find the time to do it.

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com>

"It's a good thing these guys aren't lumberjacks!"

"Yeah, the only thing safe in the forest would be the trees!"

- Mike and Don, TMNT

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Fri, 14 Aug 2009 07:27:30 GMT

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> I think we should all make a commitment to post our Sega relevant
> thoughts here even if nobody replies.

I used to feel this way, it just seems like this year has been real,
real bad for both groups...and it wasn't so great the year before that.

- > I know for a fact that people in
- > the industry monitor these groups.

That's true. I remember when Paul Lange, of Lobotomy Software, posted a question here asking if anyone had heard any rumors of a game hidden in PowerSlave. A guy working for some magazine spotted the name and the rest is in the RGVS Memorable Quotes section of WAG.

I think I remember a guy from Rage Software showing up here...and I remember the time a guy from Avalanche software chewed me out because I was quoting an interview where a member of the team said that they didn't add Save support to the Saturn version of Mortal Kombat Trilogy because it "would have required us to read the manual". No shit.

- > I seriously doubt they find all of
- > our forum comments through search engines though.

Google is getting better and archiving forums. Try this: Type something in to Google and then hit "Groups". It gives you a mix of usenet and forums. Pretty wild.

- > Maybe something will
- > take seed at Sega, or some fresh new start up, that will bring us
- > something wonderful to play again.

It'd be nice, but I just don't have your optimism. :(

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"Consider yourself clobbered"

- The Thing, Marvel: Ultimate Alliance

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Fri, 14 Aug 2009 07:36:30 GMT

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-
- > You know, a working killfile is a wonderful thing. I don't see anything
 - > from a few posters unless they're quoted in other people's posts, and then
 - > nothing at all if one of them starts a new thread. :)

True, but he changes his identity and email address so often that it's hard to keep up. As you know, he does this so his pathetic posts can get through people's filters and thus allow for the attention he so desperately requires. ;)

- > I think that for RGVS in particular, the group's relevance faded fast when
- > Sega left the hardware business.

Agreed.

- > Without a console for advocates to
- > defend, or a clear platform strategy that was transparent to the public,
- > there really ceased to be anything worthwhile to talk about. Conversation
- > about preservation and repair is necessarily limited to specialized web
- > forums, and talk about specific games tends to happen in the other groups
- > that are specific to a particular platform.

Good call. Honestly though, I just think we've run out of stuff to talk about. I mean, over the years I think I've talked about virtually every Genesis game in existence, be it in a post I wrote up or in just a casual response to something else.

Thing is, even when new Genesis/Sega CD games come out...there's nothing about them here, I mean we don't even kind of talk about it, you know? You'd think a new game on the platform we all love would garner some sort of conversation. That's another reason why I think these groups are done: We don't even discuss stuff that's directly related to the group we're in anymore. :(

- > Still, I don't know that it's completely done. Newsgroups wax and wane
- > with the public interest. They should reflect what's going on in the rest
- > of the world, and not be an end unto themselves. In that spirit, I'm going
- > to keep RGVS at the top of my .newsrsrc file in anticipation of Sega's next
- > big move. You never know what's coming.

Well, don't get me wrong, I'm not removing them from my newsgroup list, I just don't think I'll be adding any new posts.

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"If the Xbox console falls and hits someone, especially a small child, it could cause serious injury."

- The Xbox user manual

Subject: Re: Time to put a fork in it?

Posted by [Anders.Montonen](#) on Fri, 14 Aug 2009 11:47:03 GMT

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In alt.sega.genesis BelPowerslave <bel@whipassgaming.com> wrote:

>> You know, a working killfile is a wonderful thing. I don't see anything
>> from a few posters unless they're quoted in other people's posts, and then
>> nothing at all if one of them starts a new thread. :)
> True, but he changes his identity and email address so often that it's
> hard to keep up. As you know, he does this so his pathetic posts can get
> through people's filters and thus allow for the attention he so
> desperately requires. ;)

I filter all posts that are crossposted to three or more groups.
Experience has shown they are never worth reading.

-a

Subject: Re: Time to put a fork in it?
Posted by [Scott H](#) on Fri, 14 Aug 2009 13:06:44 GMT
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>
> Yeah, that one is just awesome. I often times think about sifting
> through old archives of RGVS/ASG and digging up more quotes...just can't
> ever find the time to do it.
>

Well now, that is an idea. I've been meaning to catalog conversations from Usenet past. Why don't we start a weekly blurb, "This week in 1989" thing that's directly related to video games. It should be easy to come up with and post in about fifteen minutes. I'm going to do it anyway, but I'd hope in some group participation and initial suggestions.

--
Scott

<http://www.gamepilgrimage.com>

Subject: Re: Time to put a fork in it?
Posted by [nathanallan](#) on Sat, 15 Aug 2009 08:02:11 GMT
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On Aug 10, 11:30 pm, BelPowerslave <b...@whipassgaming.com> wrote:
> What do we think guys? Is it time to finally put a fork in RGVS and ASG?
> Seems like they're both done to me. When even trash like Radeon is
> posting bait just to get some conversation going, it seems like it's
> officially the end for both of these groups.
I'll be honest, I didn't join any of these groups until well after they were going downhill.

So I'll contribute a bit. I'm a little miffed that the new Sega title Pier Solar hasn't been released yet. Now they're talking Christmas when the original release date was months ago. I understand about setbacks and all, but sheesh, patience can last only so long. Preorders are fine, setbacks are fine and I guess I'll wait. I paid my cash and I do want the game.

What I was really happy about was Beggar Prince! I bought my copy late last year and love it. It's a mainstay in my collection. I spoke to someone working on it and he was "upset" that the guys working on Pier had decided to take the position to be opposed to them. To me, it's an old platform so any cooperation would only benefit everybody since there is no real competition anymore. I bet that if the two teams would help each other then more games would be made and released quickly.

Something else that I'm stoked about is the upcoming release of two new Genesis handhelds! One by Innex and one by Hyperkin. I'm excited because they play carts and I will be able to play Genny games on the go. And if I remember right, there will be a SD-card adapter CART from Innex that will let you play "downloadable content" from them. I know I will be doing some downloading!

I do some modding, so the thing will be at my fingertips to play with as I feel. So I'm gonna mod them all up as much as I can think to. I hope someone figures out how to make a Zero Tolerance link cable (or rather the ports for them).

Aside from the POS 360 (personal opinion only) and the huge expense of modern gaming, it's a great time to be a Sega fan. New hardware, games coming out and bound to soon enough, just me saying I like it.

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Sun, 16 Aug 2009 01:58:34 GMT

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> they were going downhill.
>
> So I'll contribute a bit. I'm a little miffed that the new Sega title
> Pier Solar hasn't been released yet. Now they're talking Christmas
> when the original release date was months ago. I understand about
> setbacks and all, but sheesh, patience can last only so long.
> Preorders are fine, setbacks are fine and I guess I'll wait. I paid my
> cash and I do want the game.

It was like that for Beggar Prince as well...delay after delay after delay. There was no way I was giving them any money until that thing was actually shipping.

- > What I was really happy about was Beggar Prince! I bought my copy late
- > last year and love it.

You lucked out. See, the rest of us who bought it back when it first came out got fucked by the crappy box art and the fact that it wouldn't allow you to save your game if you had a Sega CD or 32X attached to your Genesis. They fixed that in the second(I think) and third runs...yet don't allow anyone to exchange their copies...they make you buy a new one. Thank God I was able to sell my first print copy on ebay for about what I originally paid for it. At least now if I ever decide to support them again I can do so at only a minor loss.

- > It's a mainstay in my collection. I spoke to
- > someone working on it and he was "upset" that the guys working on Pier
- > had decided to take the position to be opposed to them.

Good. After getting screwed I'm glad to hear that the team behind Pier Solar won't have anything to do with them, or the way they do things.

- > To me, it's an
- > old platform so any cooperation would only benefit everybody since
- > there is no real competition anymore. I bet that if the two teams
- > would help each other then more games would be made and released
- > quickly.

Perhaps.

- > Something else that I'm stoked about is the upcoming release of two
- > new Genesis handhelds! One by Innex and one by Hyperkin. I'm excited
- > because they play carts and I will be able to play Genny games on the
- > go. And if I remember right, there will be a SD-card adapter CART from
- > Innex that will let you play "downloadable content" from them. I know
- > I will be doing some downloading!

Yeah, quite a few people are pretty excited about that. I've got a laptop, so I don't do a whole lot of portable gaming outside of it anymore(usually play MAME or a Genesis emu). I do own a Game Gear though, and love it.

- > I do some modding, so the thing will be at my fingertips to play with
- > as I feel. So I'm gonna mod them all up as much as I can think to. I
- > hope someone figures out how to make a Zero Tolerance link cable (or
- > rather the ports for them).

IIRC, someone posted how you make a ZT link cable here in RGVS a long time ago. You may want to take a look. As for modding, have you seen that mod that allows you to play carts on one of those Radica Plug and Play things?

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"I am Andrew Ryan, and I'm here to ask you a question. Is a man not entitled to the sweat of his brow? 'No!' says the man in Washington, 'It belongs to the poor.' 'No!' says the man in the Vatican, 'It belongs to God.' 'No!' says the man in Moscow, 'It belongs to everyone.' I rejected those answers; instead, I chose something different."

- Andrew Ryan, BioShock

Subject: Re: Time to put a fork in it?

Posted by [Marc Nause](#) on Sun, 16 Aug 2009 14:37:06 GMT

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On Sat, 15 Aug 2009 01:02:11 -0700 nathanallan wrote:

>
> I hope
> someone figures out how to make a Zero Tolerance link cable (or rather
> the ports for them).

<http://www.sega-16.com/forum/showthread.php?t=2437> describes how to make a cable.

Regards,
Marc

--

<http://low.audioattack.de>

<http://yacy.audioattack.de>

Subject: Re: Time to put a fork in it?

Posted by [Scott H](#) on Wed, 19 Aug 2009 00:10:04 GMT

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BelPowerslave wrote:

>> I think we should all make a commitment to post our Sega relevant
>> thoughts here even if nobody replies.
>

- > I used to feel this way, it just seems like this year has been real,
- > real bad for both groups...and it wasn't so great the year before that.

Well, I guess where I'm coming from is the fact that any bozo can come in here and chime, and google groups logs it, means that the Industry definitely sees the discussion. I would much prefer we emphasize our in depth gameplay discussions in these groups rather than limit them to random forum posts. Nothing is going to revive the group to where it was in the Dreamcast's days, and that is a good thing.

- >> I know for a fact that people in the industry monitor these groups.
- >
- > That's true. I remember when Paul Lange, of Lobotomy Software, posted a
- > question here asking if anyone had heard any rumors of a game hidden in
- > PowerSlave. A guy working for some magazine spotted the name and the
- > rest is in the RGVs Memorable Quotes section of WAG.
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- > I think I remember a guy from Rage Software showing up here...and I
- > remember the time a guy from Avalanche software chewed me out because I
- > was quoting an interview where a member of the team said that they
- > didn't add Save support to the Saturn version of Mortal Kombat Trilogy
- > because it "would have required us to read the manual". No shit.

These groups are viewed as somewhat traditional and official, no forum can replace that unless these groups get shut down completely.

- >> I seriously doubt they find all of our forum comments through search
- >> engines though.
- >
- > Google is getting better and archiving forums. Try this: Type something
- > in to Google and then hit "Groups". It gives you a mix of usenet and
- > forums. Pretty wild.

I still can't find my random forum comments from WAG or Gamespot from a few years back. I can find all of my conversations on Usenet though. If they fix this in search engines my point will eventually be moot. It may be moot already if developers don't utilize this awesome resource when doing research.

- >> Maybe something will take seed at Sega, or some fresh new start up,
- >> that will bring us something wonderful to play again.
- >
- > It'd be nice, but I just don't have your optimism. :(
- >
- > Bel

I'm mainly hoping that some start up does it really, I know for a fact that comments online influence their decisions, we just have to repeat the right comments in the right places to be heard.

--

Scott

<http://www.gamepilgrimage.com>

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Wed, 19 Aug 2009 22:42:26 GMT

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> Well, I guess where I'm coming from is the fact that any bozo can come
> in here and chime, and google groups logs it, means that the Industry
> definitely sees the discussion. I would much prefer we emphasize our in
> depth gameplay discussions in these groups rather than limit them to
> random forum posts.

I agree...but that's my point: There **are** no discussions...and those that start die quickly. In an active forum, a quality discussion can go on forever. Hell, even with WAG's small-ass community, we've managed to do 70 pages for "Game Shopping". That ain't too shabby.

> Nothing is going to revive the group to where it
> was in the Dreamcast's days, and that is a good thing.

As much as I hated the fucking Saturn vs PSX days(the trolling was almost intolerable, even with filters), the group was awesome back then. I didn't get to really experience much of it during the Genesis days...would give anything to have been on the internet back when the Genesis was their main console.

> These groups are viewed as somewhat traditional and official, no forum
> can replace that unless these groups get shut down completely.

Well, with, what, 4(2 from the piece of shit pirtes) new posts a month, these two groups are about shut down. :(

> I still can't find my random forum comments from WAG or Gamespot from a
> few years back.

Yeah, that's one thing that really sucks ass about ZetaBoards(and Invisionfree before it): The search feature doesn't work for shit. I have noticed that it's gotten better since the Zeta upgrade, but not by much. I'm wondering if using Google as our search engine would yield

better results(a lot of forums do that).

> I can find all of my conversations on Usenet though.

Lately, and is just me, but if I type something in to Google Groups(when in RGVS) I usually get zero results. I don't get it...used to be, you'd type something in and it'd show you posts from years and years and years ago.

> If
> they fix this in search engines my point will eventually be moot. It
> may be moot already if developers don't utilize this awesome resource
> when doing research.

I'd be very surprised to hear that **any** developer nowadays searches usenet groups for...well, anything.

> I'm mainly hoping that some start up does it really, I know for a fact
> that comments online influence their decisions, we just have to repeat
> the right comments in the right places to be heard.

You know what I've always wanted to try, if I had the money and resources: Turning Xboxes in to some sort of homebrew base console. Put in a new dash, have it connect to a homebrew marketplace, you can download stuff, upload stuff, etc. Sort of like the XBL Marketplace is now, but all user-created and run. I'd also hand out **real** Xbox development software, so homebrewers could sit there and use the full power of the original Xbox to create original games. Imagine it...

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"Nautical nonsense be something I seek"
- Me

Subject: Re: Time to put a fork in it?
Posted by [Ted](#) on Sat, 22 Aug 2009 17:07:38 GMT
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BelPowerslave wrote:

> Google is getting better and archiving forums. Try this: Type something
> in to Google and then hit "Groups". It gives you a mix of usenet and
> forums. Pretty wild.

It's also requiring a Google ID signed into the browser to search

Groups. And I think it's probably impoverishing regular searches by removing web board results.

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Sat, 22 Aug 2009 19:24:50 GMT

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>> Google is getting better and archiving forums. Try this: Type
>> something in to Google and then hit "Groups". It gives you a mix of
>> usenet and forums. Pretty wild.
>
> It's also requiring a Google ID signed into the browser to search
> Groups. And I think it's probably impoverishing regular searches by
> removing web board results.

Well, here's the problem: I *am* signed in when doing the search...and it still brings up no results.

I have noticed that if it's something that was talked about within the first page(on Google Groups) for RGVs, it will find that...but past that, nothing.

Did you actually get it to work? I mean, did you get a bunch of results when you searched for something in RGVs on this page?

<http://groups.google.com/group/rec.games.video.sega/topics>

Let me know...I'd really like to figure this out. :)

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"No I'm not playing hard to get, I'm telling you sir it's not that kind of phone line!"

- Donatello, TMNT

Subject: Re: Time to put a fork in it?

Posted by [BelPowerslave](#) on Sat, 22 Aug 2009 19:27:47 GMT

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>>> Google is getting better and archiving forums. Try this: Type
>>> something in to Google and then hit "Groups". It gives you a mix of
>>> usenet and forums. Pretty wild.
>>

>> It's also requiring a Google ID signed into the browser to search
>> Groups. And I think it's probably impoverishing regular searches by
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> first page(on Google Groups) for RGVS, it will find that...but past
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> Did you actually get it to work? I mean, did you get a bunch of results
> when you searched for something in RGVS on this page?
>
> <http://groups.google.com/group/rec.games.video.sega/topics>
>
> Let me know...I'd really like to figure this out. :)
>
> Bel

Quick example:

http://groups.google.com/group/rec.games.video.sega/search?group=rec.games.video.sega&q=street+fighter+alpha+gold&p;qt_g=Search+this+group

That's searching for "Street Fighter Alpha 2 Gold" in the RGVS group,
while signed in.

Bel

--

Whip Ass Gaming: <http://www.whipassgaming.com/>

"If the Xbox console falls and hits someone, especially a small
child, it could cause serious injury."
- The Xbox user manual

Subject: Re: Time to put a fork in it?
Posted by [Ted](#) on Mon, 24 Aug 2009 01:00:51 GMT
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BelPowerslave wrote:

>>> Google is getting better and archiving forums. Try this: Type
>>> something in to Google and then hit "Groups". It gives you a mix of
>>> usenet and forums. Pretty wild.
>>
>> It's also requiring a Google ID signed into the browser to search
>> Groups. And I think it's probably impoverishing regular searches by

>> removing web board results.

>

> Well, here's the problem: I *am* signed in when doing the search...and
> it still brings up no results.

>

> I have noticed that if it's something that was talked about within the
> first page(on Google Groups) for RGVs, it will find that...but past
> that, nothing.

Searching "sega dreamcast replace drive belpowerslave" through groups
pulls up an older hit from the group.

>

> Did you actually get it to work? I mean, did you get a bunch of results
> when you searched for something in RGVs on this page?

>

> <http://groups.google.com/group/rec.games.video.sega/topics>

>

> Let me know...I'd really like to figure this out. :)

Yeah, searching from the launch page for the group seems to fail. And
searching with the group name from the general groups search seems to
fail as well. (Searching for "unemployed dreamcast" and
[rec.games.video.sega](http://groups.google.com/group/rec.games.video.sega) fails to bring up the hit from the previous search,
but searching "unemployed dreamcast" without the group name does bring
it up.) So, yeah, it seems to be fucked.

Subject: Re: Time to put a fork in it?

Posted by [math_guy](#) on Mon, 14 Sep 2009 01:21:42 GMT

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On Aug 14, 7:06 am, Scott H <she...@gamepilgrimage.com> wrote:

>

> Well now, that is an idea. I've been meaning to catalog conversations
> from Usenet past.

Remember when Capcom's Chris Kramer came in here shilling Darkstalkers
and Street Fighter: Reel Battle On Film for the Sega 32X? ^_^

Sean

Subject: Re: Time to put a fork in it?

Posted by [math_guy](#) on Mon, 14 Sep 2009 02:49:25 GMT

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On Sep 13, 7:21 pm, I, math_guy <sean_le...@hotmail.com>, wrote:

>
> Remember when Capcom's Chris Kramer came in here shilling Darkstalkers
> and Street Fighter: Reel Battle On Film for the Sega 32X? ^_^

Ooops! I meant Street Fighter: REAL Battle on Film (which eventually became Street Fighter: The Movie).

Sean

Subject: Re: Time to put a fork in it?

Posted by [Scott H](#) on Mon, 14 Sep 2009 02:50:38 GMT

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math_guy wrote:

> On Aug 14, 7:06 am, Scott H <she...@gamepilgrimage.com> wrote:
>> Well now, that is an idea. I've been meaning to catalog conversations
>> from Usenet past.
>
> Remember when Capcom's Chris Kramer came in here shilling Darkstalkers
> and Street Fighter: Reel Battle On Film for the Sega 32X? ^_^
>
> Sean

That is a touch before my time. By catalog I meant research and catalog. The Mac we had at the time was more than capable of handling usenet, but I unfortunately did not hear about RGVS until 1999.

--

Scott

<http://www.gamepilgrimage.com>
