

Forum: [Hack Forums](#)

Thread: [paid extra thread edits](#)

juulstar - March 13, 2022, 10:37 pm

more proper and thought out response from educational purposes:

(Mar 14, 2022 06:43 PM)Educational Purposes Wrote: [\[CITE\]](#) Correct, unless Omniscient recently changed it.

I still agree with [mention=1306528] for the marketplace. It's the cost of business. If you are advertising and gaining revenue from HF, it is fair that HF gets something in return as well.

In my eyes, we once had the ability and we were stripped from it, and then told we must pay for it; that's what bothers me. I dislike the idea of paying for a feature I already had and for the sole purpose of making my own threads better. I understand that there are operational and overhead costs with the forums. I'll buy \$75 of awards because it feels rewarding, and makes me feel good about helping out. However, by contrast, \$100 for V3ndor feels like more of a punishment.

I do not want to pay for the edit feature, and none of the other V3ndor features appeal to me (additional popularity, subforum, autobuy on threads, and so on). If I was actively selling products, then sure, that seems fair and appealing.

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(I was not aware V3ndors had their own subforum).

'Thread Abuse' may have been an issue, but I imagine it is still relevant. I'll be the first to openly admit I've hit the max amount of edits and then soft deleted my post after not being happy with it. If I'm not mistaken, it was on this thread:

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Admins can verify that.

I can't be the only one; there must be mass scale of 'last minute' (whether it be due to time or amount limitations) edits on threads and edit/deletions on posts.

It's a bit ironic saying i abused a mechanic recently and asking for a mechanic that was abused, but my point is: limiting edits doesn't change the fact that if people aren't happy with their post, they'll make changes to it one way or another. Limiting or removing the edit and delete features entirely would mean less posts and certainly less HQ posts.

I'd love to have the old edit system back. I have been wanting to make the suggestion since the day it was removed.

That's my two cents... now, back to watching The Last Kingdom. ?
my response:

(Mar 14, 2022 07:23 PM)juulstar Wrote: [\[CITE\]](#) this is essentially /thread, i agree 100% man

again happy to pay for that when i release a few more products, but even when my issue is fixed my op will stand for thread edits outside of marketplace.
important quote:

(Mar 14, 2022 05:50 PM)juulstar Wrote: [\[CITE\]](#) i'm just saying for specific subforums, such as the lounge. to get vendor you have to have items for sale i think, right? so u actually have to be a seller (don't quote me on that).

for example, here's a thread i started:

<https://hackforums.net/showthread.php?tid=6197289>

i will be adding members as contacts pretty often (hopefully more than 10) - i just don't think users who wanna do things like this or write guides that need to be updated should have to pay to update their free wealth of knowledge

i can totally understand thread edits in the marketplace being a draw to vendor though and i don't mind buying it for that specifically :D

original post:

i think sellers who don't have a sticky or vendor should have some form of paid option to edit threads past 10 edits.

i would happily pay like \$2.5-5 for a month of unlimited thread edits OR better yet, like 500-1000 bytes.

this could also help prevent sellers who don't plan on paying for stickies from creating new threads to edit them.

SIM-2501407 - March 13, 2022, 11:00 pm

Can't imagine having the \$2.50-\$5 suggestion. A sticky thread is normally like \$10...

I like that idea of using bytes to be able to do unlimited edits on a posts, but think the price would have to be greater. There would also have to be an exception for marketplace threads, or the price would have to be higher (to keep those with multiple threads interested in Vendor).

1k bytes/week seems reasonable for threads outside of the marketplace.

TBH it does suck if you want to make a HQ thread outside of the marketplace that will require edits. I know I wouldn't want to pay to make updates.

juulstar - March 13, 2022, 11:03 pm

(Mar 13, 2022 11:00 PM)Educational Purposes Wrote: [\[CITE\]](#) Can't imagine having the \$2.50-\$5 suggestion. A sticky thread is normally like \$10...

I like that idea of using bytes to be able to do unlimited edits on a posts, but think the price would

have to be greater. There would also have to be an exception for marketplace threads, or the price would have to be higher (to keep those with multiple threads interested in V3ndor).

I agree that 500-1k bytes/week seems reasonable.

Can also do per day. Like 240 bytes for 24 hrs; 10bytes/hr.

i think any change allowing something like this would be good; money is tight for some sellers so the difference between \$2.5 and \$10 can be a lot!

i agree with you wholeheartedly; i'll leave it up to the staff to decide what they think would be fair, i just want some feature like this when i don't want to resticky :D

Michael - March 14, 2022, 7:02 am

Or simply just become a vendor?

These limitations have been put there due to show the difference between a normal seller and a vendor (thus allowing them more edits).

And btw, the autobuy link in your thread isn't allowed either, vendors are exempt though (these being used in contract templates only).

<https://hackforums.net/showthread.php?tid=5946658>

Lrrr - March 14, 2022, 10:13 am

(Mar 14, 2022 07:14 AM)Educational Purposes Wrote: [\[CITE\]](#) \$5-7.50 is a lot? What are you, 16? (Don't answer that)

Barely can get a gallon of gas or buy a (chipotle) meal for that nowadays...
imagine eating at chipotle because subway is pricey

juulstar - March 14, 2022, 3:58 pm

(Mar 14, 2022 03:52 PM)-Scrub Wrote: [\[CITE\]](#) Just become a vendor quit acting poor that's the plan now, just got a strike and my main sales thread removed because my retarded ass put an autobuy link in there ??

juulstar - March 14, 2022, 5:08 pm

(Mar 14, 2022 05:04 PM)xadamxk Wrote: [\[CITE\]](#) Fuck paid edits. And fuck limiting the number of times threads can be edited. I agree it would be a good idea for the marketplace (and marketplace related content), but why should users who are contributing to the site be limited on updating content?

A few weeks ago I went back to an old thread of mine only to realize I couldn't edit it anymore to update it.

Imagine if stackoverflow or any other used forum did that.

Someone that wants to contribute to the site should pay 100\$ to do so?

It makes sense in the marketplace, but not the entire forum.

yehhh like for the mental health thread i'm running, i'll have to pay to add new members to the list of emergency contacts eventually. i don't mind paying for the sticky since its for a good cause but obviously i rather wouldn't ...

Lrrr - March 14, 2022, 5:35 pm

I get your complaints....but your answer is to pay a 1 time upgrade fee for the privilege

juulstar - March 14, 2022, 5:39 pm

(Mar 14, 2022 05:35 PM)Lrrr Wrote: [\[CITE\]](#) I get your complaints....but your answer is to pay a 1 time upgrade fee for the privilege

honestly between wanting autobuy privileges and making well over \$100 a month with hf alone i don't mind buying vendor at all and will probably do it soon - would be nice to have that thread edit restriction removed for threads outside of market for regular users thooooo

Lrrr - March 14, 2022, 5:46 pm

(Mar 14, 2022 05:39 PM)juulstar Wrote: [\[CITE\]](#) would be nice to have that thread edit restriction removed for threads outside of market for regular users thooooo

What about all of us who paid for vendor specifically for those features?

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juulstar - March 14, 2022, 5:51 pm

(Mar 14, 2022 05:50 PM)xadamxk Wrote: [\[CITE\]](#) I thought Vendor was reoccurring.

nah i think it's \$100 once (don't quote me on this part 2)

SIM-2501407 - March 14, 2022, 6:43 pm

(Mar 14, 2022 05:51 PM)juulstar Wrote: [\[CITE\]](#) nah i think it's \$100 once (don't quote me on this part 2)

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Unless omni is taxing your ass, it's 1-time.

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juulstar - March 14, 2022, 8:09 pm

(Mar 14, 2022 08:02 PM)xadamxk Wrote: [\[CITE\]](#) Edit your OP to add a short version of this at the top.

So when Omni opens the thread he sees it and doesnt have to read it all to get that from it.
yes sir, i will quote him in the thread!

luckily i have 10 edits left ;)

SIM-2501407 - March 14, 2022, 8:10 pm

(Mar 14, 2022 08:02 PM)xadamxk Wrote: [\[CITE\]](#) Edit your OP to add a short version of this at the top.

So when Omni opens the thread he sees it and doesnt have to read it all to get that from it.
Had that adderall mindset when writing that. Say it the wrong way and it may have been my last post.

But yeah, it gets my blood going

(Mar 14, 2022 08:09 PM)juulstar Wrote: [\[CITE\]](#) yes sir, i will quote him in the thread!

luckily i have 10 edits left ;)Summarized it down a bit for Omniscient's sake.

Code [quote="Educational Purposes" pid='61342203' dateline='1647308629']

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[spoiler]

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[/quote]

Preview of code:

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Sorry xadamx for the several @'s, lol.

Also never realized that the [code] [/code] embeds that feature... interesting.

Omniscient - March 15, 2022, 9:45 am

Yup, it sucks. No, it won't change.

Thanks for the feedback.