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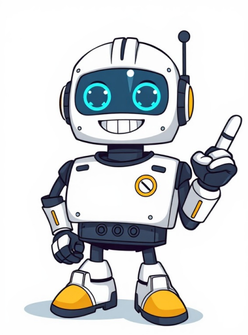

So recently I’ve been getting an error all of a sudden, and I can’t open Roblox. It keeps having an “memory dump” error and I’ve tried to fix it in the following ways: -Reinstalling roblox -Deleting the file inside %localappdata% -Enabling compatibility mode in properties And yet, nothing is working. I have no idea how to fix this. Any help? 10 Likes The error in the bottom right shows a file path, which has “Norton” in it - which if I remember correctly is an antivirus software. Perhaps it’s blocking Roblox, or is experiencing a malfunction? We used to have Norton360 on the family computer like 15 years ago. 4 Likes ill see if i can fix it through there 4 Likes alright so, i managed to go through norton ,and fixed the issue for now, thanks 11 Likes How exactly did you fix the issue? I tried whitelisting roblox in every way possible and even outright disabling the realtime AV and firewall in norton and it still errors with roblox. 4 Likes C’mon, dude, you can’t just say you fixed it and not tell us how you did it I got the same issue with Norton, what did you do to fix it? 5 Likes I don’t use Norton and get this quite often. Today it made me BSOD!!! 1 Like This topic was automatically closed 14 days after the last reply. New replies are no longer allowed. Voting is now open for the 2025 Roblox Innovation Awards (RIAs) ! Voting will take place on our Roblox Innovations Awards 2025 - Voting Hub experience. Voters have a chance to obtain special RIA-themed UGC items! Award Categories We asked the Roblox Community to shine a light on their favorite experiences and creators by nominating them for the following awards. Now it’s time to vote! Best New Experience Best Adventure Experience Best Party & Casual Experience Best Obby & Platformer Experience Best Survival Experience Best Roleplay & Avatar Sim Experience Best Simulation Experience Best Puzzle Experience Best Racing Experience Best Sports Experience Best Strategy Experience Best Action Experience Best Shooter Experience Best RPG Experience Best Horror Experience Best UGC Creator Best Video Star People’s Choice Roblox Innovation Awards 2025 Photo Opportunities How to Vote Once you’ve entered our voting hub, you’ll be able to explore the nominees’ experiences and vote for your favorites in each category. All categories will be open at the same time! No need to wait, vote now! Voting will close August 15th, 2025 8:00pm PST. UGC Items *UGC Items in the Voting Hub* While you’re in the hub, embrace the scenery and be on the lookout for collectable shards that will help you earn custom RIA-themed items. Don’t forget to take a snapshot of your avatar wearing some new gear in our photo booths . There might even be a secret or two hidden away – cough secret obby? cough. We can’t wait to celebrate these crazy cool experiences, creators and more in just a few weeks! Blink and you’ll miss it! Go show some love and vote for your favs on Roblox Innovations Awards 2025 - Voting Hub. They can’t do it without your support! 79 Likes This topic was automatically opened after 10 minutes. Amazing thank you! Voting this year, we’ll see how it goes! 6 Likes Sweet! May the best game win… Or rather, the game with the most votes. 14 Likes Thank you for listening to the feedback about last year’s voting process! Glad to see there wasn’t a “prediction” system this time around. 3 Likes I just died inside. Maybe this year an actually innovative game may win? Maybe? 50 Likes Either I have missed it or why do some categories just don’t exist but exist throughout the place? These categories are Best Studio Best Use of Audio and Voice Best Use of IP Best Use of Tech Best Creative Direction Best Collabarition Best Use of Immersive Marketing (if i made a mistake then lmk) Or are these not up to our decision? For reference 7 Likes How is this game nominated for Best Use of Tech, Best Creative Direction and Best Roleplay / Avatar Sim when they are Retro Slop cash grabs that has nothing advanced or special about their tech, extremely basic creative direction and no roleplay or avatar sim? ButI guess it’ll probably win anyways. 46 Likes They are choosen by Roblox employees 6 Likes I believe Roblox themselves decide this, as most users won’t know what to vote for as they won’t know terms like “best IP” 4 Likes 35 Likes there’s totally a bribe going on the owner of dobig apparently bribed staff for a bloxy, wouldn’t be surprised if that’s happening again with his seemingly limitless money 4 Likes grow a garden clean sweep the UGC rewards are damn cool for sure 3 Likes Another game, another typo other than that, thanks for the free avatar items 5 Likes this batch is unsurprisingly dissapointing 11 Likes i really appreciate this tree, it looks cool bad voting options as always (why is grow a garden everywhere???) 14 Likes I really hope pressure wins the best use of audio! It’s like the only really good game being nominated (imo) 10 Likes No hate to these games but these are all some pretty sad selections. Perhaps someone here can let me know what are their strategic strategies for winning a strategic battle in the hit strategic video interactive media experience “Forsaken”? What do you all mean you dont dress up and roleplay in dusty trip and grow a garden!? i though grow a garden was all about roleplaying as a garden!! I didnt know grow a garden featured advanced physics simulations. 24 Likes Roblox did not need to remove actually significant genres like that I suspect that either some kind of bribery is going on, or that this selection was only constructed purely through use of an algorithm with absolutely no quality checking or screening for whether or not it actually fits certain categories 3 Likes Where did the “Best Horror Experience” came from? I’m pretty sure we didn’t have it as an option when nominating. I wonder who nominated these games then? Games like The Mimic and Pressure were robbed because there wasn’t a specific category for them 9 Likes Page 2 I genuinly dont understand why we spend all our time complaining. Js enjoy it for what it is and vote for your favorites that were nominated 1 Like Eh, maybe bribery. Maybe something else. What im guessing that is happening here is the popularity contest skewing results further and further every year. 2 Likes I think we should be able to criticize something if we see flaws in it. 13 Likes XenoDenissboss1: Perhaps someone here can let me know what are their strategic strategies for winning a strategic battle in the hit strategic video interactive media experience “Forsaken”? Hi, I’d love to! My primary strategies are run… and hide. That’s it! Works pretty well! On a more serious note, how many categories were Grow a Garden and Forsaken nominated for?? I’m having a hard time believing this isn’t rigged in some way. 9 Likes there is no way this game will even be a candidate for that 1 Like Oh yeah, how did Expedition Antarctica get there either? That’s an OBBY game. 1 Like Grow a Garden got nominated for 6. Forsaken got 5. Since the nominations were chosen from a form that anyone could fill back in like June, I can see why both games would get chosen so many times. There’s no way Roblox actually did any background checks of the games before confirming their nomination 4 Likes why is it the same 4 games in almost every category? There’s for sure something shady going on, the lobby itself is cool but these voting options are absolutely terrible. 6 Likes Unbid533: Grow a Garden got nominated for 6. Forsaken got 5. Rigged. 100% rigged. Wasn’t it only developers themselves doing nominations anyway? 3 Likes Yeah, i suppose. But i think sometimes u js gotta accept not EVERYONE can get what they want, when everyone wants different things I mean, ofc it could be better, but we can’t have everyone hating it every year HONESTLY!!! This game literally uses R6, STUDS which ROBLOX LITERALLY DEPRECATED (Deprecating Surface Tool API), has the most BASIC map of a ROBLOX game on the front page like?? 3 Likes Foxstream52: sometimes u js gotta accept not EVERYONE can get what they want The complaints here are more likely that there were literally plenty of better and more fitting choices for a wide variety of the categories that could have been there instead of a game that either has literally no relation to it or is so loosely related to that category it may as well not be. It’s definitely not a “not everyone can get what they want” scenario. 11 Likes That’s because months ago, there was a post made in the same subcategory (Updates > Community & Events) where you could fill up a form to help the RDC team make a statistic of what experiences, content creators, and UGC accessories/creators you believed should be nominated for the twenty categories: Roblox Innovation Awards 2025: Nominations are now open! Community & Events Guess what? It’s that time of the year again – the Roblox Innovation Awards (RIAs) are making a grand return! The RIAs will take place on Saturday, September 6, 2025 in San Jose, California. Calling all developers, creators, video creators, players, and art enthusiasts alike – your voice matters! We want to hear from YOU as we honor the best and brightest in our community. It’s your chance to shine the spotlight on the most innovative developers, creators, video stars, and experiences… In this form, you could also select the same experience for other categories. For example: Not only could I put “Grow a Garden” as Best New Experience, but also Best Simulation Experience. From my perspective, I don’t think it’s rigged or something shady. They just reviewed what users nominated based on the nomination form and demonstrated inside the RIA (Roblox Innovation Awards) 2025 lobby. 2 Likes Js to clarify im not saying its perfect, i was js saying cause it seemed every single response was a complaint about something. I mean, yes, obviously grow a garden isnt a roleplay 3 Likes i got disappointed just when i saw grow a garden on it 4 Likes Forsaken does have strategy beyond just “hide and run”. I wouldn’t say it’s the most strategic experience but I can see it being strategic. The most strategic survivor class type is sentinels and they get to stun the killer. Basically you got to attack the killer without the killer attacking you back which could get bad if the killer decides to target. But if you got fellow sentinels in the round then you can make an easy getaway by running to your buddies in hopes they stun the killer. If you pick a support class then people will see you as throwing the game for hiding. Supports have to be somewhat nearby the killer to heal wounded survivors, mainly healing sentinels. The survivalist class is the “Hide and run” class, it is the simplest to understand and you automatically equip this class. There is a support and sentinel class that is free but survivalist is equipped by default for new players. There are also many guides such as stamina management, looping the killer, and guides to play killers the best way. It gets better when you unlock a killer besides jason. There are also items around the map you can pick up and give to wounded survivors that boost your chances of survivors winning. So if you’re looking for strategic gameplay then picking shedletsky as survivor and cool kid as killer would be the best kit for new player. Noli is a little more expensive but needs a lot of skill to use well. 2 Likes I shall grow a forsaken in the regretevator’s block tale. 8 Likes All else is good but how in the world is grow a garden roleplay/avatar-sim… If it wins for that I might crash out ngl… 2 Likes Release the gubby into regretevator so he can Steal a Brainrot 1 Like I think the game winners will definitely be Grow a Garden and Steal a Brainrot and those sorta games that are huge since it just has so many people on the game. Like if a game 10% people love and 90% people hate but there is a total of 10 million people that means 1 million vote for it when there is another game where 100% of the people like it but only 100 people play it, for being a better game it will get crushed by just the high quantity of people on the bigger game. I just think there should be voting against games personally to fix this issue. Either way I am looking forward to this event 3 Likes Page 3 Both Steal a Brainrot and Grow a Garden are guaranteed to win. Forsaken will likely win as well Nominations are entirely dependent on how many people actively play the game. More people who play it, more people who nominate it. 3 Likes MamaG: Innovation Half of catagories are the same games nominated for different awards. I am highly disappointed in the way that this has been handled this year. I think that it is a valid concern that you did not need to be logged in to fill out the nomination form and that anybody could spam it. 9 Likes Already that time again. It always feels like it happens super quickly, i guess that’s just the years passing faster though… Playing it right now and I really love it! It feels like Roblox is taking some steps in a more personalized direction while still appearing corporate. Bringing back stuff like the old “Oof” for example. I’ll take that, solid job Roblox! However, I feel Grow a Garden did not need to be nominated for the Roleplaying, Creative Direction, or ESPECIALLY Best Use of Tech, as that one should definitely be reserved for some underappreciated games that are made astoundingly. GaG will definitely take most, if not all of these categories solely on its popularity rather than actually being best in that category. 1 Like all of these choices are absolutely ridiculous, HORRIBLE job done with the nominations 13 Likes Zero variety. I hated seeing the same games appear in 5+ categories. Not much room for innovation when the same things are getting unnecessary amounts of awards 6 Likes oh roblox whoever made this lobby is cooking 7 Likes The voting hub is actually really fun this year — love the UGC rewards and how the categories are more specific now. It feels more polished than before. But some things still feel weird. A few games don’t really fit the categories they’re in, and it’s hard to tell how nominations were picked in the first place. Also, there aren’t any awards for scripting, art, or UI — it would be cool to see dev-focused categories next time. Overall, fun event, but I hope future awards focus more on actual innovation, not just popularity. 3 Likes I doubt y’all would’ve forgotten to add the voting close date onto the game description. 2 Likes These items are genuinely amazing, hopefully they will make some go limited like they did last year. Also vote for WaffleTrades as best video star. 2 Likes Something funny I noticed 9 Likes Grow A Garden absolutely dominating the “Best New Game” category: 10 Likes 7 Likes Thank god that Roblox isn’t doing ria 2024 again I wasn’t around to see it but I’ve heard stories about it 1 Like I voted for grow a garden because it unfortunately was the best new game imo. I also respect that they are dominating with a retro style without Rthro forced down our throats and stuff like that! I just want to see grow a garden win every category it would be so funny 3 Likes the voting hub is really good this year, i wont lie the selections this year are disappointing at best. i get grow a garden is the biggest game of all time, but that doesnt mean it should be in over half of the categories. leave some room for other games. like are we actually da rn? game isn’t even that fun yall for like the fifth year in a row somehow managed to screw up the same categories once again (not surprising) the only strategy game on here btw is conquer the world, the rest belong in completely different categories. like come on, its seriously not that hard to try and NOT put some popular game (sorry, i meant experience for you investor-slop fools) and put games that ACTUALLY fit the category? yall also somehow (i actually dont understand how) managed to screw up the ROLEPLAY category. like WHAT are we doing here? grow a garden and dusty trip simply DONT belong here. just because they even have SLIGHT roleplay features doesnt mean that they are roleplay games. dusty trip is a survival-strategy game and grow a garden is a simulator game. get that through your thick skull, roblox. so congrats, roblox, you’ve once again proven just how out of touch you guys are with your community. if even five extra minutes of thought was put into these nominees, you could’ve EASILY fixed these issues. 14 Likes The prediction steamroll feature is gone, that’s good. I’m sorry you guys couldn’t find more than 2 actual roleplaying games to fill the nomination slots - that must have been a tough one. Remember developers, it’s important to validate your own work 4 Likes Yeah, the 2 things they messed are up were the roleplay category and the fact that grow a garden is about to win in 5 categories Grow a Garden in 5 The accessories are pretty good, I could see myself wearing these. Game choices are not good though. I still think that this could be a good innovation awards! GAG in 5 categories, knowing that it is gonna steamroll all of them, is diabolical. However, I am still optimistic! 3 Likes Page 4 The selections for all the categories on this is absolutely horrible. especially the roleplay and strategy games. It honestly seems like something fishy is going on. I don’t know why PIG 64 is nominated best obby experience, I have never heard of it and when I joined it was the most horrible character controller I have ever played. PIG 64 is nominated for two awards, puzzle and platformer and it only has 12m visits. While games like Mini Empires RTS which is a multiple time todays pick game is not in strategy??? The choices are absolutely absurd for these categories. Superstar racers is a more popular platformer game than PIG 64, way more polished and has 30m more visits isnt on the platformer list either. This event seems suspicious and Grow a Garden getting nominated for so many categories that dont fit at all, same with dusty trip why is it in roleplay. It just feels like splitting point studios bribed their way into this. 4 Likes Just looked it up, PIG 64 was made in partnership with Piggy. That is probably why it is on this list, Roblox is favoring creators that are already established and have made massive brands and massive money for Roblox. 4 Likes I feel like out of all of these for the obby catagory, Eternal Towers of Hell is the only one that actually fits. I might be biased because I myself play it, but the other options are: 1 - Pig 64 (havent played, no opinion listed here) 2 - Regretevator (not even an obby game) 3 - Slap tower (Low quality tower obby with trolls,) 2 Likes It’s widely known that 35-40% of GaG’s player base are bots. It doesn’t even deserve a nomination, let-alone an actual award. 2 Likes It 100% deserves Player’s Choice but that’s about it. (Best use of tech??? Who made this decision?) 3 Likes Zen: tech To be honest, the overnight growth mechanic is actually pretty cool, but… Apparently the map was stolen from a smaller gardening game… I highly doubt the code has a different story. 2 Likes Are you surprised? The entire concept of Steal a Brainrot was stolen from another smaller game which swiftly died out after it started gaining popularity. 2 Likes i could be wrong but im pretty sure they get released for voting later 2 Likes roblox is a genuine joke nowadays and it shows literally couldn’t bother to take one look at the “charts” page and find some bland-ass roleplay game to nominate, but nope, nominate grow a garden for the sixth time and nominate a dusty trip because it has a slight tint of roleplay in it. 6 Likes The slight bit of roleplay dusty trip has in it is a camera item that takes a screenshot with the “Captures“ feature btw Honestly, the devs are cool though, even if they were nominated incorrectly 1 Like Yeah, this happened last year too. Voting is done in phases 2 Likes Are we talking about sound design? i dont see how pressure is in voice though, is it because of gianni voicing sebastian? 2 Likes Even the dev of flood escape 1 and 2 commented on this, we need more popular people calling roblox out on this so they improve. 2 Likes I wouldn’t be surprised if the next RIA had paywalled items, seems exactly like a modern roblox thing to do (alongside just seemingly algorithmically choosing games and categories while lacking several genres and such that are preventing actual games from being properly nominated) 1 Like I’m convinced that people @ Roblox don’t even play Roblox. Foxstream52: Grow a Garden in 5 Fries in the bag brohemian rhapsody epicepicepicepicepi: The accessories are pretty good Agreed. The quests to get the items were also decent imo. 4 Likes I definitely disagree with the categories GaG is in, but I haven’t seen any other Roblox games do stuff while you aren’t playing them (outside of counting down for daily rewards or something). It’s not Best Use of Tech in my opinion, but I could see why an average Roblox player might think that, especially non-devs who don’t know how it works. Unlike Roleplay and Avatar Sim… Also, sidenote, you get softlocked if you enter a portal on a device the game doesn’t support. 1 Like Tim: Are we talking about sound design? i dont see how pressure is in voice though, is it because of gianni voicing sebastian? You’d expect games that make heavy use of directional audio and hearing as a game mechanic to be here 2 Likes Yeah i guess that makes sense. 2 Likes TheSilliestGoober: but I haven’t seen any other Roblox games do stuff while you aren’t playing them (outside of counting down for daily rewards or something) You can simply do that with a little bit of math and Epoch times. It’s not much special, just people had no reason to use it in the past 1 Like I’m not saying I agree with it, I’m saying that from the perspective of the casual player with no dev experience it looks fairly impressive. 3 Likes Page 5 weren’t developers the one who did nominations through a form though??? how did this even happen 3 Likes Aren’t they just reskins of items from The Hunt? The hat, at least, I’m sure. And I wouldn’t be surprised. The main lobby is just 2024 but blue-ified. 3 Likes the overnight growth mechanic is trivially easy and stuff like that has been in the gaming industry well specifically mobile industry for a while. Its most likely that Roblox games before have implemented something like this just not a game this popular. But its like seriously not even 100 lines of code to make it. definitely not best tech. 2 Likes ehh, I mean its just Splitting Point Studios and Jandel, its just roblox corpo investors not really cool devs but whatever 2 Likes I don’t recall describing it as a major breakthrough or anything. Just saying it’s a cool idea, hardly generic, is it? I certainly can’t say I’ve seen it on here before. 2 Likes The growth machanics are simple. It’s called Epoch. 2 Likes That’s a fair point, actually. I personally filled it out before I made games, but it doesn’t really get much traction outside the devforum 1 Like Roblox definitely played favorites here somehow, and it shows. 4 Likes They robbed so many games from certain genres as well, it’s actually sad. Horror, Sports, and RPG mainly. 2 Likes I enjoy the building of the hub itself, but a majority of the games nominated are severely underwhelming. Blade Ball, Grow a Garden, and Steal a Brainrot are all doBig-published titles (may even be more that are nominated which I missed). I also think these titles are more-or-less as popular as they are because they mainly target a younger audience; they aren’t particularly “innovative” (outside of Grow a Garden’s main mechanic, which is growing the garden, though its only strength is how the plants grow). The current roster of games feels recycled, at best. This is severely disappointing from a user and developer perspective, since it doesn’t feel like it prioritizes “innovation” – rather, it prioritizes the games at the forefront of the platform. The content of the games provided here matter, not CCU. TL;DR: That’s it? That’s the innovation awards? That was just a bunch of cheap cashgrabs! 13 Likes az09az99096: Aren’t they just reskins of items from The Hunt? I don’t see any similarities between the free items. az09az99096: The main lobby is just 2024 but blue-ified. Yeah it’s very similar. But I think that was Twin Atlas’s doing. Twin Atlas is amazing regardless. 1 Like Some developers encouraged their players to vote for their game for the nomination form in their game’s discord server, such as what the Tower Defense Simulator devs did. It’s a shame they got robbed by 3 blatantly not-strategy games. That’s probably what happened here. 4 Likes Comparing the amount of players that EToH and Slap Tower have, I have just realized that we live in a timeline where EToH could actually potentially win an award in the RIA. The game’s got a lot of momentum for it too. 2 Likes So Roblox didn’t even moderate who gets in each category. Wonderful. 2 Likes Keep in mind that pitting obby games against platformer games is NOT a fair comparison, of course the game with diving and wall jumping/running is gonna win? There should be a separate section for each. 1 Like This is extremely embarassing for the platform. Grow a garden is in for “Best simulation experience”.. and so many other categories where games like that has no place to be. Same with steal a brainrot. Challenge: Do anything without making it obvious that this corporation is extremely greedy and don’t actually care about the platform (impossible edition) 6 Likes The funny thing is that EToH and Slap Tower are both obbies, and they seem to be the most popular games on the list. I do agree that the genres should be separated though. 3 Likes i still can’t get over how badly they re-introduced genres, they just straight up deleted multiple genres and made the genre system basically useless if you’re not already high up on the charts’ charts, alongside a pointless waiting period (like do they want us to just not use genres at all then or why did they bork it and nerf it so badly?) 1 Like You know the filtering isn’t for developers… right? 1 Like And developers play games, and we happen to want genre sorting. 3 Likes Page 6 A lot of things that benefit players also benefit developers anyways. 1 Like But it also doesn’t feel like it’s for players since several genres are just completely excluded and it’s physically impossible to search for them so this argument is flawed 2 Likes Flawed how? I’m not discussing the quality of the feature, I’m just saying it’s obviously for the players. Even with some missing genres it’s still obviously useful for most people. 1 Like It also heavily relies on strategy and timing… it’s a puzzle obby game. 1 Like Almost every video game has strategic elements, but that does not mean that almost every game is a strategy game. A strategy game is a game where the main focus is that the player’s decision making skills are used to determine the outcome. However, Expedition Antarctica is an obby game, where although it may require strategy when it comes to figuring out how to get across certain obstacles, it is mainly focused on the skill of actually having the ability to traverse through them. I also don’t see where the “puzzle” aspect of Expedition Antarctica is, as I’ve played the game before and it’s just obbying without puzzles. 2 Likes I wish we could also vote for the games that enter the event, why? Well, looking through some of the other replies will give you the perfect answer to that question… 1 Like I genuinely thought they were advertising their best performing games until I just recently found out that people voted for them (as seen above). The least they could’ve done here was make sure each game submitted actually fits the criteria, but alas they don’t even care. Grow a Garden is apparently a roleplay game according to Roblox foguinho: I wish we could also vote for the games that enter the event We could! In fact, ~20K people clicked the link for the form to nominate games! However, I do not see the devforum with 20K active users on it. It’s either rigged by developers in some way or every developer got on simply to nominate grow a garden for every category. (its rigged) Unless I’m wrong, nominating these games is generally something only the devforum community would know about? 1 Like Is this all or will there be more categories introduced in the place? I am wondering if we will have Best Plugin This year. Everything looks so awesome and well made! The only thing I disliked is how badly some games have been categorized. How is grow a garden a simulator game? Ok, they’re all hilariously bad, but I want to bring something up I don’t think anyone’s ever talked about; Images Why has best studio changed so little in the past 5 years, I mean, splitting point and/or twin atlas are in it every time, and the fact I’ve never heard of most of them just seems fishy (I may just be seeing a pattern that isn’t there, but still, there’s an odd amount of overlap happening) 2 Likes The hub and. UGC items look pretty good. Some of the nominations are rather questionable. XenoDenissboss1: Perhaps someone here can let me know what are their strategic strategies for winning a strategic battle in the hit strategic video interactive media experience “Forsaken”? if i’m the survivor, i mainly play as two time so you see, i try to put my ritual in a corner of the map if i’m the killer, you see, i kill. and i win. yeah so like that’s my strategy. win. and so that’s how i win using my strategic strategies in the strategic interactive motion picture experience “Forsaken” 1 Like I don’t find it useful as you can’t specifically search for genres, roblox seemingly expects you to just make up your own solution to generally searching for all games in a certain genre 1 Like Wheatly199: several genres are just completely excluded Let’s say I wanted to play an asymmetric game. Roblox has that as “1 vs All.” And you can’t even filter by that genre because they have it listed as a “subgenre.” Speaking of filtering, I haven’t seen the button to filter by genre in like a year. Thanks, Roblox. Edit: Time flies. According to the fandom wiki, they removed the filter in 2017. I thought it was last year. they put block tales in so im happy shoulda rename to: grow a slop To be honest, this better be a good event. I hope it doesn’t become something like the previous egg hunt. 1 Like This isn’t what I meant. I was referring to his complaint about how “you won’t appear if you’re not higher up in the charts anyway” I dont understand all the hate toward grow a garden here. I mean NO its definitely not a roleplay and doesnt fit half the categories its in. But i cant even lie, its a smart idea and its doing good for the developers. Grow a Garden in 5 1 Like Page 7 this years nominees are definitely very good, but steal a brainrot and grow a garden - really? i mean i guess that could just be my opinion but i think they shouldnt be nominated… there are plenty of better small games than them 1 Like Summary You’re right 1 Like What’s the point of winning when you don’t even get a bloxy? Meaningless. 2 Likes really, we’re not even gonna use consistent terms? if this was friend related i would have looked over it but these are games we’re talking about, there’s inconsistent terms on the same screen also like the rampant miscategorization (and extremely specific picks for certain things that are barely different from other things of the same type) just straight up ruined the whole thing After 2 months of intense solo development, I just launched SuperbulletAI , for free . Every users now gets 1M free tokens/month to use a purpose-built AI assistant just for Roblox game creation. I started making Roblox games at 12. I’m 21 now. I have over 9 years of experience making Roblox games now. Coincidentally, 9 months ago, I wasn’t even into AI. I’ve always been a Roblox game dev and designer, 200M+ visits on my own games, and I’ve helped build games with billions of visits total. (For anyone curious about my username: Froredion_display - Roblox) So I didn’t just “jump on the AI hype”. I actually tried to disprove it. But the more I explored, the more I realized: this isn’t hype, it’s inevitable. Unlike Unity or Unreal, Roblox is the ideal platform to build a full AI-powered game creation tool. So I built one, not to replace learning, but to accelerate it. This tool helps you learn to code faster, not avoid it. SuperbulletAI isn’t just a simple “ChatGPT” wrapper. Rather, it’s not even a wrapper at all. There is a fine-tuned LLM specifically for Roblox Studio behind it. It can: Reason across your entire Roblox game project Auto-generate fully functioning GUIs that are also coded by AI Index over 1M+ lines of code for RAG-powered awareness of your Roblox game Help both coders and non-coders build games 10x faster It already beats tools like Cursor, Replit, and Bolt.new, because it’s built from scratch for Roblox. Check it out, try the demos, and if you like it, let me know what you built with it. AMA below if you’re curious about how I built it / tech behind it. Try SuperbulletAI Watch the demos Roadmap What makes your AI game builder different, and how is it helping real developers and aspiring developers? We’re building this AI tool to empower both beginners and intermediate Roblox developers—not to replace them, but to accelerate their growth and productivity. Learning Roblox Lua is hard, especially without guidance. Most people give up before reaching proficiency because of the steep learning curve and lack of accessible mentors or documentation. Example: One of our beta testers is a 30+ year-old veteran game designer who never got into Roblox due to its technical barrier. Thanks to our tool, he’s finally learning to script and making real progress. Even within our team, developers with 2–4 years of experience—some I personally mentored—are finding genuine value and using it to build faster. We’ve seen non-coders go from zero to scripting because they get instant feedback and real code examples instead of staring at a blank script. Point again: This tool isn’t just AI automation—it’s a community-driven platform to unlock the next generation of Roblox creators by reducing friction, speeding up learning, and breaking down technical walls. What makes this the ''strongest''? SuperbulletAI is the strongest because no other tool comes close in speed, quality, and flexibility—especially for real Roblox game development. AI-Generated UI + auto-binding Generate full user interfaces with connected scripts in seconds. Buttons, sliders, shops, inventories—it’s all interactive, styled, and working instantly. Game-ready systems, not toy prototypes Want a quest system? Dialogue? Inventory? Shops? SuperbulletAI builds the entire logic, UI, and clean modular architecture you can expand on. These aren’t code snippets—they’re full plug-and-play systems. Top Roblox devs call it a game changer Developers behind games with 100M+ visits and 10K+ CCUs are already using SuperbulletAI and say it’s unlike anything they’ve ever tried. 100x better than Roblox AI (no joke) Roblox’s AI is good for learning APIs or generating toy examples. SuperbulletAI generates production-ready systems with full context of your project. It’s faster, more accurate, and it actually understands your game. Iterate fast. Build faster. Ship smarter. No more starting from scratch. Use AI to build a foundation and polish it with your creativity. That’s how real games get made in 2025. Why use SuperbulletAI instead of Roblox AI? On average, Roblox Assistant reportedly takes around 52–53 seconds to generate a GUI that suffers from layout issues and bugs. In contrast, SuperbulletAI completes equivalent UI generation in just 18 seconds with cleaner, bug-free output Read and watch this video of our earliest iteration of SuperbulletAI generating UI: ' | Erickson Talaue SuperbulletAI's BulletMindV1 vs GPT-4.1/Claude 4.0 Sonnet Delivers better reasoning output at 8X lower inference cost 10X++ stronger in terms of benchmarks than any other LLMs for Roblox Game Creation Read for more details: Why BulletMindV1 Outperforms ChatGPT & Claude in Roblox Game Dev – SuperbulletAI “But it’s an .exe application, why not just a Roblox plugin?” I get it. Trust is everything. The reason it’s not a plugin yet is because I needed full control of how Studio, Rojo, and the AI interact—for speed and for things Studio plugins just can’t do (like LLM context indexing across your entire file tree). In the meantime: the exe will be digitally signed, and no code ever gets executed in your project without your permission. You see what it generates first. “You’re storing our game files. Isn’t that sketchy?” Let me be transparent: yes, the AI stores some data for improving responses (like most AI tools do). But you can opt-out of all that by disabling a setting (coming soon). Also: your code is never reused verbatim for others. We don’t do copy-paste training. It’s more like: “learn how people structure inventories” — not “steal their whole game.” Whatever you make using SuperbulletAI, you own the whole game! Will this replace game developers? No. It enhances them. Just like how artists use Photoshop, developers use SuperbulletAI to speed things up and focus on design, polish, and creativity. Roblox game developers will never be replaced, rather — it will empower them! “Aren’t you just contributing to lazy devs and AI slop?” Honestly? I partially agree. Most AI tools do make trash. But that’s exactly why I built SuperbulletAI—to make quality fast, not just “fast trash.” I’m not here to replace learning. I’m here to kill boilerplate so you can focus on game design, story, polish, and your own creative fingerprint. The best creators will still stand out—with or without AI. This just helps more people actually finish something. “This feels soulless. Where’s the real craft?” That’s a valid concern. If everyone just prompted something and shipped the same cookie-cutter game, I’d hate that too. But here’s the thing: the real power of SuperbulletAI isn’t about making clones — it’s giving you a starting point so you can go beyond. You still have to design, tweak, rewrite, and test. It just makes the boring part 10x faster, so you can spend more time on what matters. Also — not everyone has a programmer brother to teach them how to start. Schools can’t teach you how to make Roblox games. Most beginners are just lost. SuperbulletAI doesn’t replace programmers. It helps turn people into programmers by showing them how systems work, giving them working code, and helping them learn through iteration. That’s not soulless. That’s empowering. “Isn’t this making climate change worse?” I mean… compared to people rendering full 4K animations or training LLMs from scratch? Not really. BulletMindV1 is tiny and super efficient. It’s designed to run lean—even the free plan runs inference in under 1.5 seconds per call. If you want to save the planet, optimize your game scripts too How to install in 2 minutes: Roblox’s AI vs SuperbulletAI (earliest demo): Loading System - Full Demo: (Uncut) Saving Leveling System - Full Demo: (Uncut with Super Agent Mode) 44 Likes You accidentally revealed your real name at 1:09 in the video. 17 Likes This is not only incredible, it’s game changing. 7 Likes So how much better is this program versus ChatGpt and GPT add-ons like Luau because ChatGPT can help me create code, icons for my UI, it can create roblox clothing and even sound effects. 2 Likes To me, this isn’t just about making money, it’s about making something ridiculously affordable and accessible. We’re rolling out four models by end of this month: 1. BulletMindV1-Beta About 1.2× faster than Claude or GPT-5. Costs about 8× less than Claude Sonnet 4.0. Almost the same quality as Claude or GPT-5. 2. BulletMindV1-Fast-Beta Same model, but insanely quick—about 27× faster. 2.5× cheaper than Claude Sonnet 4.0. Still just slightly below Claude/GPT-5 in quality. 3. BulletLearnV1-Beta 50× cheaper than Claude Sonnet 4.0. 3× faster than Claude/GPT-5. Smaller model, but still surprisingly powerful. 4. BulletLearnV1-Prime-Beta 10× cheaper than Claude Sonnet 4.0. 54× faster (though this one might cost a bit more to run). Around 1.6× stronger than BulletLearnV1-Beta. The idea with BulletLearn is that you could use it to learn Roblox scripting or as a coding assistant, and with the free 1M tokens we’re giving out, most people could go a month before running out. For context, even the slower BulletLearnV1-Beta is probably 10× faster than Roblox’s own AI assistant. The real game-changer is the combination of speed and price. You’re getting models that are ridiculously quick and ridiculously cheap. When you see “-Beta,” that just means the model hasn’t been trained on all our high-quality data yet. The “-Classic” versions will be coming later, and those should be up to 10× stronger. We’re aiming to have those ready by the end of August. NOTE: The information below are only ESTIMATION. This is our estimated benchmarks for our AI model: docs.superbulletstudios.com 4 Likes Besides the remarkable estimated benchmarks, it strives for full automation. It builds full game systems without copying and pasting, knows your codebase and project inside out, and works right inside Studio, unlike ChatGPT which just gives basic code script, SuperbulletAI actually follows a beginner-friendly OOP framework, backend and frontend that is early understood even for non-coders. For advanced coders, ECS framework is coming soon. Besides systems generation: 3D models, 3D rigging, and 3D animation. Professional Logo & Icon Suite, & 100+ Icon Libraries VFX & SFX Generations Roadmap: SuperbulletAI - Strongest Roblox AI Game Builder 3 Likes So is this just fully AI generated slop put in to an electron app and calling it an “AI Game Builder”? Edit: You can easy get the same result with github copilot in VS code and using Rojo. This is just a fancy UI on top of that. 37 Likes GitHub CoPilot uses GPT-4.1 or Claude Sonnet 4.0. BulletMindV1’s inference cost is 8x cheaper than those 2 models and definitely way cheaper than using these models with CoPilot. Only slightly weaker by a small margin than Claude Sonnet 4.0 and outperforming GPT-4.1 in SWE tasks. We had to make our own AI builder application to have full control with everything to make it easy even for average 9-year-olds to be able make their Roblox games. You seem to have massive experience on Roblox development just like me as you mentioned “Rojo”, and might not need this product. It’s heavily for beginners or those who want to pick up programming. 5 Likes You said the cost is cheaper than ChatGPT but GPT plus is $20 a month which is the same as your pro version. 2 Likes Oh, I was talking about inference cost. GPT-4.1 pricing is at $12 per 1M tokens if I remember correctly. OpenAI price it differently and significantly higher since they’re providing services to other businesses. Which is why using CoPilot with GPT-4.1 is just as expensive and could be more expensive too than normal since they don’t price it per token but per request which I found very unfair. 2 Likes Thanks now I cant even trust basic games to not be made of AI slop! did you know that AI is contributing to Climate change? I LOVE the planet heating up because because people cant be bothered to make games on their own! 24 Likes If you can’t be bothered to make a game, then why are you even developing games. 29 Likes The point isn’t about being too lazy to make a game — it’s about radically accelerating Roblox game creation. It’s not “AI slop”; it’s about empowering people to focus more on creativity than on technical barriers like programming. Not everyone has a $1M budget to build a high-end title like Stardew Valley or Celeste, this levels the playing field. As a Roblox game dev with 9 years experience that manually codes my whole life until recently, this is my take. 4 Likes The main issue I have with this or any (current) public AI, all content is collected and stored. EVERY prompt, EVERY generation, and (by the looks of it) all game files. I’m guessing this is to train future models. I cannot stress this enough, everything you input into this model will theoretically be able to show up in AI results giving everyone access to YOUR games content. This is why inputting confidential information into AI’s is a mistake that unfortunately, a lot of people are making. For example, in your privacy policy it states you collect: This is effectively you collecting entire games at this point. This sort of data collection makes me very skeptical about ever using it. And by the way, this is not just an issue with this tool, every mainstream AI service has similar issues. It’s the reason I’ve moved to self hosting and deleted my account from ChatGPT. However, since your AI also contains some of the same issues, it is also subject to the same critiques. 19 Likes Alright so it’s nice to see that a roblox dev with 9 years of experience develops such high quality titles like these. Do you deadass need AI to make game’s of this quality too? Stardew Valley was made by a single guy, without a game engine, you are using a game engine and it’s one of the easiest in the world and you still need AI, Are we deadass gang? Here is what I made without using AI and as a single developer. 47 Likes I think you should have this rewritten with AI to help sell the power of AI. 15 Likes This isn’t needed at all. Scav: Stardew Valley was made by a single guy, without a game engine, you are using a game engine and it’s one of the easiest in the world and you still need AI, Are we deadass gang? Here is what I made without using AI and as a single developer. zblox: The main issue I have with this or any (current) public AI, all content is collected and stored. EVERY prompt, EVERY generation, and (by the looks of it) all game files. I’m guessing this is to train future models. I cannot stress this enough, everything you input into this model will theoretically be able to show up in AI results giving everyone access to YOUR games content. This is why inputting confidential information into AI’s is a mistake that unfortunately, a lot of people are making. For example, in your privacy policy it states you collect: This is effectively you collecting entire games at this point. This sort of data collection makes me very skeptical about ever using it. It’s also unnecessary for it to be an exe file that you could easily swap out for a trojan horse that’ll steal all your cookies. Why couldn’t you make a plugin? 16 Likes Products like these will ruin the industry. AI has am amazing ability to assist us in learning and help us search through hundreds of lines of code for a bug that appeared out of nowhere. Game development is the product of hundreds and thousands of hours learning, researching and creative imagineering. Every game on ROBLOX has a uniqueness that will never be mimicked by AI because of one simple thing

these tools actually evolve to serve developers instead of replacing or frustrating them. That’s exactly why I’ve positioned this tool as both a learning ground for beginners and a productivity booster for intermediate scripters. Our dev team, including developers with 2–4 years of Roblox experience (some of whom I personally mentored), have been genuinely finding value in it. Their feedback has been critical in helping us improve it rapidly. We’re not building this in a vacuum, we want to build it with the community. And let’s be real, AI will always make mistakes. It’s not perfect, and it’ll take time before it consistently nails everything. By 2030, it’ll be so strong it’s inevitable that all Roblox programmers will use AI to prototype faster. We already use this AI tool in our own workflows, and it still occasionally messes up API calls or logic. But it’s a massive game changer, and even with those flaws, it’s helping non-coders learn Roblox Lua faster than if they were doing everything manually, based on many users we have in Early Access phase. Why? Because instead of staring at a blank script, they get working examples, instant iterations, and a faster feedback loop. Just laying down the foundations of Roblox Lua is already hard unless you’re seriously persistent just like me who learnt it by never giving up, and that’s exactly why there are so few Roblox programmers in the world today. We’re trying to change that. We’ve even seen 30+ year old veteran game designers outside the Roblox industry but been in the game industry who are beta testers, people who never got into Roblox because of the technical barrier, finally breaking through and learning to script. One of them has been making massive progress recently thanks to this tool. That’s the kind of impact we’re aiming for. I know, I read the documentations to learn Roblox Lua. I’m talking about people being able to understand it clearly unless they’ve read similar documentations in the past. (or have learned programming elsewhere such as schools) Do take in mind I learned Roblox at 12 years old. Nobody taught me. Alexander: Sorry what barrier? Doing everything for you is not removing any barrier. Nor did you refer to any specific “barrier” as far as I read. Technical barrier. The AI we use to assist us and teach us is valuable because it accelerates learning and efficiency. While I agree no one should heavily rely on AI to develop complex programming and such, it’s still would be a nice idea to give AI the power to do that so it can help with lesser situations. My perspective has changed since the past few hours, since now that I think about it. And to your reply below, yeah I also kinda self-taught myself how to code at twelve until a few years into a future I started using AI. I had to steer myself away, but again, it’s still a useful tool for assisting and teaching. Thanks for finally writing yourself. This is clearly not AI-generated crap unlike the rest of your messages. However, I still don’t understand why you decided to make SuperbulletAI. Alexander: However, I still don’t understand why you decided to make SuperbulletAI. I’ve added a couple of FAQs in the post, just recently. Initially, I built this product for our company internally ONLY. To create more engaging Roblox games faster than almost anyone. Focusing on the gameplay of our Roblox games, we’re huge game designers after all with tons of ideas surely players would love. But over time, I realized I wanted to contribute something meaningful and help position our company as a leading Roblox game studio that taught many Roblox players. By releasing SuperbulletAI publicly, we’re giving everyday players, especially those who love Roblox and dreamt of being able to make their Roblox game, a chance to try game development for themselves. It’s mainly due to technical barrier for beginners that we built this product. Roblox AI won’t cut it, hence why this product is live. Froredion_display: It’s mainly due to technical barrier for beginners that we built this product. Roblox AI won’t cut it, hence why this product is live. I’d say giving AI to a beginner would be worse off for them since they’d never learn how to solve problems on their own 2 Likes This feels like more of encouragement to put less effort into your games as opposed to actually gaining the experience and skill to make a good game in the first place. I’m not a fan of the vagueness of the policies on the site either. All of this seems especially broad and non-specific, which hits harder when it comes to something as data-focused as AI gen-- and ESPECIALLY since you’ve used an example of a young child hypothetically using this tool, even if hyperbole: Froredion_display: Only slightly weaker by a small margin than Claude Sonnet 4.0 and outperforming GPT-4.1 in SWE tasks. We had to make our own AI builder application to have full control with everything to make it easy even for average 9-year-olds to be able make their Roblox games. Also ignoring that the majority of your replies and written text on the websites dedicated to information about BulletMindV1 are clearly AI generated. (chatgpt voice) It isn’t just sketchy, it’s inauthentic! Privacy policy, 2.1-2.4, regarding data collection: This seems… extensive, even for an AI tool. Froredion_display: “You’re storing our game files. Isn’t that sketchy?” Let me be transparent: yes, the AI stores some data for improving responses (like most AI tools do). But you can opt-out of all that by disabling a setting (coming soon). Also: your code is never reused verbatim for others. We don’t do copy-paste training. It’s more like: “learn how people structure inventories” — not “steal their whole game.” Whatever you make using SuperbulletAI, you own the whole game! Would there be a way to opt-out of collection of the assets and information you upload, or even to anonymize any of it? Specifically looking for a more in-depth explanation of what you mean by “all of that”. There’s a lot of data you’re collecting, which is specified in the privacy policy as what is necessary to provide [your] services. What does “user interactions” entail here? To what magnitude? Why would you need the user’s browser information? You say the user has ownership of all assets and content created by the generator, but immediately contradict it by claiming royalty-free usage for yourself, implying for training purposes in the Privacy Policy, but remain broad in the TOS: In the case of games with IP sensitivity or any kind of workflow involving NDAs, this is an absolute no-go. Again, does the user have the ability to opt-out of training and data collection? More non-specific information is gathered, “analyze usage patterns” and service improvements, “similar tracking technologies”… what technologies? The third-party services section of the privacy policy is also very non-specific: No where are these services, save for Google, are actually listed. I have concerns and questions regarding the model itself and its data. The claims itself in the doc’s performance page are unrealistic at best, especially as the first model. All the benchmarks appear to be entirely self-reported and aren’t verifiable with no indication of peer review, or any methodology. We also don’t know where or how you’ve sourced the data, especially considering the admission of RAG and thus the possibility of generating code that someone else created-------- completely glossing over that despite mentioning fine-tuning and RAG, there’s no specifics regarding the actual training methodology or how these improvements were actually made. Which brings me to assume that the code you generate and feed into the program is going to be used to train the RAG system, but we don’t know that because everything regarding data collection is as vague as I’ve previously shown. Also this is. Huh. I don’t know what to say about this other than Huh. Safety and performance aren’t mutually exclusive. Safety should absolutely be taken account of especially in this current usecase. It’s Roblox. This is a kid’s gaming platform at its core. I’d sure hope that Roblox would be prioritizing the safety of it’s userbase as opposed to unregulated technological advancement. At least to me, it feels like this point is being framed as being able to skip security checks and other moderation systems, despite the wording in the TOS that prohibits the generation of such content: If anything, this entire project reads more like a marketing announcement while throwing in AI technobabble to sound reputable, while simultaneously making unsubstantiated claims and performance predictions YEARS out. This all feels very unserious and self-bolstering. This is all just speculation and inference on my part, but none of this is giving a good impression. 8 Likes mads: Would there be a way to opt-out of collection of the assets and information you upload, or even to anonymize any of it? Specifically looking for a more in-depth explanation of what you mean by “all of that”. There’s a lot of data you’re collecting, which is specified in the privacy policy as what is necessary to provide [your] services. Yes. mads: All the benchmarks appear to be entirely self-reported and aren’t verifiable with no indication of peer review, or any methodology. If read carefully, these are “estimated internal benchmarks” for the upcoming BulletMindV1 LLM. A formal research paper, including peer-reviewed methodology and reproducible results, will be published to support these claims. Even releasing our own suite of benchmarking for AI engineers to use for themselves. mads: Which brings me to assume that the code you generate and feed into the program is going to be used to train the RAG system, but we don’t know that because everything regarding data collection is as vague as I’ve previously shown. What do you mean by this? That’s not how RAG works. It’s not possible to feed RAG system. RAG is not an AI. Also, most of the data collection, like HWID or usage logs, is strictly for preventing multiple account abuse, especially on the free plan where token usage can be exploited. We’re not interested in selling or misusing user data, it’s just to keep things fair and secure. 1 Like mads: More non-specific information is gathered, “analyze usage patterns” and service improvements, “similar tracking technologies”… what technologies? This is pretty standard. Analyzing usage pattern is something you see everywhere. Google, Meta, Discord, etc. mads: No where are these services, save for Google, are actually listed. What? Seriously dude, Google Authentication is literally a way for you to register/login using Google account. cool i cant wait for the roblox ai uprising of 2026 4 Likes Page 4 mads: The claims itself in the doc’s performance page are unrealistic at best, especially as the first model. AI engineers will agree that: General-purpose models like GPT-4.1 or Claude are trained broadly across many programming languages, frameworks, and problem types. Their SWE benchmark scores (e.g., 70%) reflect a wide average across that broad scope, not deep specialization. BulletMindV1 no longer wastes capacity on irrelevant domains like Java Spring Boot or CUDA kernels. Domain-specific models like the BulletMindV1 can easily outperform generalist models within their niche. Which is why it’s easily able to reach 90%+ SWE tasks for Roblox-specific tasks but will absolutely lose its skill to do any other programming language but Roblox Lua. 1 Like Froredion_display: If read carefully, these are “estimated internal benchmarks” for the upcoming BulletMindV1 LLM. A formal research paper, including peer-reviewed methodology and reproducible results, will be published to support these claims. Even releasing our own suite of benchmarking for AI engineers to use for themselves. My question then is why wouldn’t you wait for the formal research paper to be published and reviewed before making the claims that you do in the documentation? The issue I raised was the fact this research isn’t public and available to read alongside the benchmarks, so as it stands, we have no way of verifying whether your current claims are true or not. Froredion_display: What do you mean by this? That’s not how RAG works. It’s not possible to feed RAG system. RAGs aren’t immutable. A RAG is literally the use of an LLM with external knowledge base retrieval. They absolutely can be “fed” new information via dynamic indexing, index updates, manually adding data to the knowledge base. One of the main draws of using a RAG system is having direct access to the sources being used to generate responses. Thats literally the entire point of it as opposed to a static fine-tuned model. What do you mean by “it’s not possible to feed RAG system”? Froredion_display: This is pretty standard. Analyzing usage pattern is something you see everywhere. Google, Meta, Discord, etc. And it’s also standard to be clear in what you’re actually analyzing, why, and how. For example, Discord is clear when referencing services like Paypal or Stripe in its policies, as well as their utilization of Google for hosting. They are clear in what data they collect. They have an entire page acknowledging every single third party library they use. Meta is at least somewhat open about the third party partners and services they team with and use, as well as what specific information they gather and why. (1) (2) I mean, jeez, Meta even has an entire privacy/information service where you can view the specific third parties’ data in connection with Meta and disconnect + clear it. Google is also clear in terms of what they collect and what they do/do not share, as well as where that data may go and to whom. Not even mentioning that they have their own in-house services for data analytics that forgo the need for a third party to handle it for them. Not tryin to defend these corporate powerhouses of course, but using them as frame of reference when they at least provide some information regarding how and where your data is being handled feels a bit dishonest. Froredion_display: What? Seriously dude, Google Authentication is literally a way for you to register/login using Google account. I’m unsure if you understand what I’m saying here. Neither the payment processors or analytics services are explicitly referenced. I was saying that Google (and by extension Roblox, as its obviously given) is the only one mentioned by name. What are the analytic services and payment processors being used? Froredion_display: AI engineers will agree that: General-purpose models like GPT-4.1 or Claude are trained broadly across many programming languages, frameworks, and problem types. Their SWE benchmark scores (e.g., 70%) reflect a wide average across that broad scope, not deep specialization. BulletMindV1 no longer wastes capacity on irrelevant domains like Java Spring Boot or CUDA kernels. Domain-specific models like the BulletMindV1 can easily outperform generalist models within their niche. Which is why it’s easily able to reach 90%+ SWE tasks for Roblox-specific tasks but will absolutely lose its skill to do any other programming language but Roblox Lua. Completely valid. However, again as is my point in regard to the benchmarks, we have no way of verifying this until the research is released. 2 Likes I’ll try and improve these, thanks for pointing it out! mads: Completely valid. However, again as is my point in regard to the benchmarks, we have no way of verifying this until the research is released. Agreed. Until then, it’s fair to view them with healthy skepticism. I really don’t get the fears with AI. Do y’all seriously think that most Roblox games will become AI? Like damn some of y’all have seen too many movies 5 Likes CrazedBrick1: Do y’all seriously think that most Roblox games will become AI? AI should only be a tool that assists and accelerates development, not completely replaces humans. This tool tries to do exactly that, completely replaces humans in the process. 6 Likes Yeah I get that but it’s not realistic to think that this will take off. the UI doesn’t look good and overall looks like it wae vibe coded. having ai making everything sounds like a disaster, and most people can tell when things are ai. i feel like you would not be creative with this at all. 4 Likes Ethics aside, this doesn’t really remove barriers, in fact it creates a barrier where people are over reliant and when they try to make a game without ai, they won’t be able to do it without having to learn about coding plus, what about when this program gets discontinued 3 Likes Either way, you would have to learn how to program luau, rendering the ai a worthless waste of time 1 Like cosmoslawls: the UI doesn’t look good and overall looks like it wae vibe coded. The current UI definitely leans more toward functional than polished. But that’s by design: SuperbulletAI is meant to get you from idea to prototype fast. bOf course, for anyone serious about launching, bringing in a proper HUMAN UI designer to polish is key as the AI’s UI output is editable, not locked. cosmoslawls: having ai making everything sounds like a disaster, and most people can tell when things are ai. Valid take. Teams are always needed. Iamerror876: here people are over reliant and when they try to make a game without ai, Calculators didn’t stop people from learning math, this helps more people start building. It just is the future. Sooner or later, there will be another tool like this even if we’re the first to release or not. Froredion_display: Calculators didn’t stop people from learning math This is a poor comparison. Calculators acted as a tool that only served to assist the user in doing maths, especially complex maths on their own. They still required the human to actually do all the work figuring out things like what formulas, inputs, etc… to plug into them. Your “tool” does nothing but do the entire process for them with nearly no human input at all which can hardly be considered a real tool. 7 Likes W AI Tool, full support! Anyways, I avoid OOP like the plague and would prefer to use functional and procedural programming instead, would that be supported? Froredion_display: SuperbulletAI actually follows a beginner-friendly OOP framework I was wondering if the AI can make UI? and Build as well? that’s incredible Anyways don’t listen to these people having a meltdown over AI, what you created here is nothing short but amazing so don’t let their opinion get to you Kitsune: Anyways, I avoid OOP like the plague and would prefer to use functional and procedural programming instead, would that be supported? Yes! Great suggestion, we’ll implement this. Kitsune: I was wondering if the AI can make UI? and Build as well? that’s incredible The AI is very helpful in building UI and when it comes to building, it’s pretty limited right now. Kitsune: Anyways don’t listen to these people having a meltdown over AI, what you created here is nothing short but amazing so don’t let their opinion get to you Big thanks! I don’t really understand why everyone is having a meltdown over AI, when it can teach people to program better than if they were to teach themselves. If “overreliance” is the concern, overreliance on AI can be easily solved by simply not over relying on it. There are only around 3,000–5,000 Roblox developers in the world who are truly proficient in Roblox Lua. That’s how scarce it is. Everyone else is either an amateur at scripting or, even after 3–4 years, they only reach an intermediate level-which is where most of the 2.5 million active developers on Roblox are. To a point where my team needs to launch workshops around the globe to teach Roblox programming. Who does not use AI to their lives anymore? I’m sure as a Roblox programmer, they have used it to research 10x faster rather than reading 20 articles before you get the info you need. The conclusion I drew’s that this is a tool shock. This is just the reaction to fast change. Every major tech leap causes it. StackOverflow was seen as cheating, and Roblox’s equivalent is DevForum - which would have been seen “cheating” back 2008-2013. Google was seen as lazy back 2006-2010 compared to reading the programming manual of programming languages, but now everyone uses Google. Again, emphasing I’m a self-taught programmer - I would have not learned programming without Google and DevForum too. 1 Like AI is not strong enough to not be guided by humans. Reiteration is done by humans. Reapimus: This is a poor comparison. Calculators acted as a tool that only served to assist the user in doing maths, especially complex maths on their own. They still required the human to actually do all the work figuring out things like what formulas, inputs, etc… to plug into them. If you put it from that perspective, then this is a tool too. It requires a human to actually do all the work. Still requires human to figure out things like game design, security, hiring team members, managing budgets, post-updates, etc. Not only AI, these tool deprive chances to learn how to solve problems by ourselves, I think. 2 Likes biggest problem in my eyes is the ai folding in on itself since it learned from already existing human programmers, what happens when it starts learning from itself when at some point in time (hopefully never) people get fully replaced with ai? this is already seen in image-generating ai, where the quality gradually decreases as slop gets trained on slop. ai as a full on one-click-game-maker is a short term solution for problems that can be solved with simple patience and glory of actually learning luau… best solution (as like, every single person here stated) is to make it a programming assistant rather than replacer. we are talking about scripting here, not other things like game design or funds. 1 Like Oceanblue857: Not only AI, these tool deprive chances to learn how to solve problems by ourselves We have had these initiatives if people have just read the roadmap. It’s soon to roll out to many countries as fast as possible in early 2026. In fact, by end of August, there will be a launch of an LLM in SuperbulletAI that will teach people 10x better in programming than Roblox’s AI. With the 1M free tokens per month, 60x less inference cost and how it teaches programming overall just way better with best practices and industry standard, it will be the state-of-the-art for learning Roblox programming and 1M free tokens feels unlimited you don’t even need to buy a plan to be a master. OverTheThirtyFirST: biggest problem in my eyes is the ai folding in on itself What we’re building at SuperbulletAI is gold, a free opportunity for people of all ages to make their own Roblox games. AI will never be powerful enough to build complete Roblox experiences without human guidance. Not the AI we have today, and if a future AI ever reaches that point, it would be such a different kind of technology that everything we’ve built would be obsolete anyway. I’m not destroying careers, there were barely careers here to begin with on Roblox. People who ever made it made it, they’re millionaires now that they don’t care about teaching. That is why most programmers are still amateurs, even with ChatGPT and countless resources available compared to years ago. In truth, I earned a lot on the platform as well. $$$K. And I can’t emphasize this enough, I programmed manually myself and I know the struggle. We’re not here to replace anyone, we’re here to fix the gap and give more people the chance to become real Roblox creators. 2 Likes some random ai tool is ruining games on roblox!!! !!! like seriously this is NOT going to work 4 Likes AI will destroy the world. Not by it going evil, because its a big contributor for climate change. Also that looks very suspicious as it takes data from your games. Thats basically spyware. Also, why should i use your product? What proof is here that its the best? 5 Likes Page 5 people writing actually takes more energy than ai generating but technically you are still correct 1 Like looks like you gonna make a lot of money, btw I love it ! Will try it soon 2 Likes To me, this isn’t just about making money, it’s about making something ridiculously affordable and accessible. We’re rolling out four models by end of this month: 1. BulletMindV1-Beta About 1.2× faster than Claude or GPT-5. Costs about 8× less than Claude Sonnet 4.0. Almost the same quality as Claude or GPT-5. 2. BulletMindV1-Fast-Beta Same model, but insanely quick—about 27× faster. 2.5× cheaper than Claude Sonnet 4.0. Still just slightly below Claude/GPT-5 in quality. 3. BulletLearnV1-Beta 50× cheaper than Claude Sonnet 4.0. 3× faster than Claude/GPT-5. Smaller model, but still surprisingly powerful. 4. BulletLearnV1-Prime-Beta 10× cheaper than Claude Sonnet 4.0. 54× faster (though this one might cost a bit more to run). Around 1.6× stronger than BulletLearnV1-Beta. The idea with BulletLearn is that you could use it to learn Roblox scripting or as a coding assistant, and with the free 1M tokens we’re giving out, most people could go a month before running out. For context, even the slower BulletLearnV1-Beta is probably 10× faster than Roblox’s own AI assistant. The real game-changer is the combination of speed and price. You’re getting models that are ridiculously quick and ridiculously cheap. When you see “-Beta,” that just means the model hasn’t been trained on all our high-quality data yet. The “-Classic” versions will be coming later, and those should be up to 10× stronger. We’re aiming to have those ready by the end of August. 2 Likes Hey @Froredion , I just downloaded your app, I downloaded the file and installed everything, all went fine until I clicked to open the app and tried to run it, but it wouldn’t work. The app just doesn’t open, nothing happens. I’ve uninstalled and reinstalled it three times, restarted my PC twice, and still nothing. I’m not getting any error messages. How could I fix this problem? “the water consumption required for 5-50 ChatGPT prompts is approximately 500 milliliters per interaction, which makes two liters of water” Ai garbage like this not only takes water but also is contributing to global warming- its not about electricity its about ruining the planet so lazy “devs” can pump out slop daily 1 Like What about dolphins? Does OP hates damn dolphins and wants them to die? (its a joke moderation don’t do 1984 plz) 1 Like Don’t know where you got this from but? This is most likely not true and even if it is, any service you use even roblox servers use water? Most of its recycled back into the flow, its the same as a water cooled PC but on a bigger scale to handle more things. 2 Likes Then again I hate AI slop so yk not recommending this 1 Like TacticalFlopp: any service you use even roblox servers use water It’s a well known fact that AI data centers require far more resources than any of the data centers used to run regular compute operations like Roblox’s game servers or backend services. Food & Water Watch – 9 Apr 25 By 2028, U.S. AI may use as much electricity as 28 million households, with serious consequences for our water and climate. Est. reading time: 6 minutes The Conversation AI is turning up the heat on datacentres, causing their water use to soar. 3 Likes Shazam did not know that, thanks for sending 1 Like Yay! More AI slop for me to consume!!! 2 Likes Thanks for specifying that you’re a veteran. I was getting cold feet at the thought that this possibly wasn’t made by a veteran. 16 Likes no one is forcing you to use anything, you can make games in your own way, and stop crying/spaming here please. On topic: i tested it and this ai game builder is amazing and helpful in many ways, your product is amazing, keep up improving it ! 2 Likes Finally a “Veteran roblox dev”, who only has some simple teamwork obbies on his group, releases a LLM! Now everyone can use it to create more bugged and unsecured slop for the platform! But seriously, using ai for full systems never was and never will be a good idea. The way LLM works in the first place can be named “prediction of the answer”, meaning the code it gives is basically an assumption on what you need, not what you actually need. 5 Likes well i think AI is just ruining game development, instead of using AI just use your skills for game development, simple. It’s just a slop. Also, don’t act like you’re a professional here, everyones opinion can be stated here, and I stated mine. 2 Likes Woah bro chill. AI is good to help you find recourses to learn math or help with writing algboritm but that about it honestly. AI can’t and wont really go beyond that and its fault of consumers for playing AI slop games honestly if they have no dignity for themselves. Weighted chance system but more bloat. 1 Like ok script kiddie You think nobody will notice? You could of at least not used ai to explain your own product, all these h-dashes got me rolling in laughter 3 Likes Its rather hard to believe that a single developer managed to create an AI that they claim is better than Claude 4.0 Sonnet, the best AI for coding right now. Page 6 this is cool but let us keep our jobs. SimplyBamboo: this is cool but let us keep our jobs obv lol, this AI can’t work without u just makes you much more faster and smarter AsymptoticMaximum: Its rather hard to believe that a single developer managed to create an AI that they claim is better than Claude 4.0 Sonnet, the best AI for coding maybe for javascript/typescript, but not Roblox Studio, which uses Lua. it’s pretty easy to hyperfocus an AI which will theoretically be 100x better if you use the right method. Even if it is just one person. BulletLearnV1-Beta, which is 50x cheaper, allows you to learn and build faster. In contrast, Claude Sonnet 4.0 will probably take $4,000 and 1 month to build one due to its inference speed and token consumption 1 Like Froredion_display: just makes you much more faster and smarter I pretty sure the only one being smart is the AI. A bunch of noobies will use this to make a quick cash-grab game 1 Like Please tell me your website isn’t built by builder.io … So, does this is just cursor and claude but for roblox games? Launched the following models for v0.2.04 enabling free users to access it and it will feel unlimited: 1. BulletMindV1-Beta About 1.2× faster than Claude or GPT-5. Costs about 8× less than Claude Sonnet 4.0. Almost the same quality as Claude or GPT-5. 2. BulletMindV1-Fast-Beta Same model, but insanely quick—about 27× faster. 2.5× cheaper than Claude Sonnet 4.0. Still just slightly below Claude/GPT-5 in quality. 3. BulletLearnV1-Beta 50× cheaper than Claude Sonnet 4.0. 3× faster than Claude/GPT-5. Smaller model, but still surprisingly powerful. 4. BulletLearnV1-Prime-Beta 10× cheaper than Claude Sonnet 4.0. 54× faster (though this one might cost a bit more to run). Around 1.6× stronger than BulletLearnV1-Beta. weakroblox35: does this is just cursor and claude but for roblox games? It’s a platform for building Roblox games, designed to be conveniently easy for developers to get a game of their own started. It’s hyperfocused on Roblox, yes. Disturbed: tell me your website isn’t built by builder.io … Sorry no, I wish.. i think OP just wants to flex how hes awesome, he’s been on roblox for 9 years, he has 200m visits on his games, built games with billions of visits total, bought some stupid korblox package, wants to support the Inevitable Robot Uprising That Will Kill Us All, and nobody can tell me otherwise Gave it a try, since OP made it might as well try it for fun. The daily freebie tokens seems to evaporate within 3 mins with a basic prompt and the daily reset doesn’t seems… to be functionnal? Disturbed: The daily freebie tokens seems to evaporate within 3 mins with a basic prompt and the daily reset doesn’t seems… There’s a problem with BulletLearnV1 so we temporarily redirected it to our other models leading to expensive token costs.. We’ll try to have it fixed today. 0% better, his BulletMindV1-Beta is just Qwen3 coder served by OpenRouter In its earlier iteration, we tested many models, yes. Also includes DeepSeek, Qwen, Kimi, Meta - ever since then, we’ve migrated to a dedicated infra/server partner to run our AI model. This is why it has “-Beta” tag in it, the official release of the “-Classic” is in months from now but: We are releasing the first benchmarking suite for Roblox game development soon and even GPT-5 won’t be able to compete against our AIs. Imagine centralized car system with 50 cars. All imported in your game in just 15 minutes. Which can be done in 15 minutes vs 2 months Froredion_display: even GPT-5 won’t be able to compete against our AIs. From my experience, this is not a very high bar. GPT-5 feels like it was made to cut costs, not to be a better model. 2 Likes Valid take, but I’m including all the SOTA models in the benchmarking results like Claude Opus 4.1 which costs prolly 90x more than our AI model lol You using the internet and playing Roblox games is contributing to climate change. So is using your overpriced device that contributed to climate change to build and continue to use. This logic makes no sense. 2 Likes Zay: You using the internet and playing Roblox games is contributing to climate change Although I’m not a fan of AI technology being used in a way such as this one, this argument just makes you come off as completely ignorant and that you don’t know what you are talking about. For reference on how exactly AI tech can actually be far worse for climate change than conventional computing (AI technology is many times more resource intensive than conventional computing) I made a post earlier in this thread linking to some articles on the subject. It’s a well known fact that AI data centers require far more resources than any of the data centers used to run regular compute operations like Roblox’s game servers or backend services. 2 Likes Claims that AI data centers will worsen drought are overstated, since companies are already deploying zero-water cooling and shifting toward renewable energy. or techradar’s article: TechRadar – 8 Jul 25 One of the major challenges for AI is its energy consumption Furthermore, general internet services such as social media, netflix, or even your searches in Google takes more resources than AI. “At present, Goldman Sachs Research estimates the power usage by the global data center market to be around 55 gigawatts (GW). This is comprised of cloud computing workloads (54%) (netflix, youtube, facebook, twitch), traditional workloads for typical business functions such as email or storage (32%) (gmail, your hard drive and more), and AI (14%).” > Source: Goldman Sachs Research. According to OECD, they projected AI operations to account only for about 0.5% - 0.7% of the US’s total annual water withdrawals by 2027. AI enhances advancement in technology even for climate change innovation, and it may ultimately be the very force that saves humanity from our own overpopulation and the looming exhaustion of vital resources like water. Reapimus: not a fan of AI technology being used in a way such as this one, this argument just makes you come off as completely ignorant and that you don’t know what you are talking about. For reference on how exactly AI tech can actually be far worse for climate change than conventional computing (AI technology is many times more resource intensive than conventional computing) I made a post earlier in this thread linking to some articles on the subject. 1 Like In my opinion we shouldn’t be trying to make something that’s basically doing everything for us. Let the people learn by themselves, The forums is here and the sources are there. 2 Likes Froredion_display: Furthermore, general internet services such as social media, netflix, or even your searches in Google takes more resources than AI. When you factor in that said industries are countless times larger than AI currently is, the argument and comparison that they take up a lot more resources is completely meaningless. Consider how small the AI industry is currently in comparison to these other ones and suddenly that mere “14%” looks a lot more concerning since that’s a lot more usage for technology that’s not even remotely as widely used as conventional computing is. 1 Like Reapimus: suddenly that mere “14%” looks a lot more concerning since that’s a lot more usage for technology that’s not even remotely as widely used as conventional computing is. I am talking about “electricity” here, and only for servers or data centers. According to the International Energy Agency reports that in 2024, data centers consumed around 415 TWh, which equals roughly 1.5% of total global electricity. That means AI’s “14% of data center use” translates to ~0.2–0.3% of world electricity, tiny compared to the ~25% used by industry, ~20% by residential, or ~40% by agriculture + manufacturing combined. FOR ELECTRICITY. You were talking about cost efficiency of “water”. Electricity is a different subtopic. My point stands. Froredion_display: According to OECD, they projected AI operations to account only for about 0.5% - 0.7% of the US’s total annual water withdrawals by 2027. AI is an INDUSTRY itself and the adoption to all companies are happening now, yet it only consumes less than what the whole world are already consuming. Froredion_display: AI enhances advancement in technology even for climate change innovation, and it may ultimately be the very force that saves humanity from our own overpopulation and the looming exhaustion of vital resources like water. Page 7 Froredion_display: You were talking about cost efficiency of “water”. Electricity is a different subtopic. My point stands. If you took the time to properly read and comprehend my response you would have noticed I was explicitly responding to what YOU were talking about. At this point however I am going to stop responding since you have yet to actually address anything that I have said without looping back to the same recycled statements. Yeah AI’s energy usage might look smaller when you compare the numbers to other sectors, but you fail to comprehend that these other sectors like agriculture, industry, etc… are NATURALLY going to take up a much larger percentage of those statistics because they are operating at an immensely larger scale than AI is. The fact that AI can account for even 0.2-0.3% at the incredibly small scale that industry is operating at should speak volumes about how much higher the resource usage is there. 1 Like Froredion_display: ~20% by residential, or ~40% by agriculture apples and oranges, putting things necessary for human life vs a computer that generates me brainrot roblox games in the same sentence is an insane take 1 Like “I can’t drink the water”, was said by a real, living, human being who lives next to an AI data center. At this point, is accelerationism able to be blamed on purpose or ignorance? God, I can’t wait for our AI overlords to look down on us and force us to do all the heavy lifting while they do all the creative, HUMAN, shit. I can’t wait for the day the bubble bursts on all the useless overhyped AI “tool” attempts and companies start pivoting towards uses of AI that actually bring great benefits to everyone. Iridescent: Let the people learn by themselves, The forums is here and the sources are there. Top Roblox Developers already create games in 7 days. I don’t see any top Roblox developers going against this either. tyridge77: I have been a developer on roblox for 17 years and even I use AI often; I wouldn’t use something like this but it was still something that seemingly took a lot of work and should be respected as such, even if AI isn’t something you are in support of. I played his game again recently, checked roblox group, and turns out he created “Wild West” - which were able to reach 400M visits, and a popular game I’ve also enjoyed back 2019 or 2020. A lot more other top Roblox developers, you see in front page, who’s been making games as quick as 14-30 days have also found this innovation quite amazing. Not even the top 100’s. I am merely deploying a technology and sharing the cumulated gatekept workflow top developers already have, and automating it with AI, that will be there sooner or later. This, of course, comes with another new free gamified learning platform as with our initiatives. A free gamified learning platform that teaches the fundamentals of Roblox game development in a short, impactful and gamified way that truly lets even every average Roblox players to learn how to think systematically. I don’t see any good use with this tool that’s basically “Roblox game generator” If the user does not have proper knowledge they would basically make low quality - slops games. This is my point. I’m sure everyone encourages people to create something, a game, a place they liked. with pure imaginations. There’s assistance that’s existed within Roblox Studio, Roblox Assistance website. At least with those things still makes you learn stuff more quickly than browsing through 100 pages of documentations. And with this tool, We can bet the users are just bad actors. the people who simply wants to make quick money off of children. Further ruining Roblox’s aesthetic and motto “Powering imagination.” Please don’t fuel the problems that’s already existed within the community. This is irrelevant when all the apps, technology, and tools you use today contribute to climate change. It’s a silly argument to complain about one type of climate change, while simultaneously using multitude of other technology that contributes to climate change. It’s either stop support of all non essential services (games , social media, etc) , or just become a hypocrite complaining about climate change, while also contributing to it. 2 Likes Your original response was making the false equivalence that conventional computing technology was equally as impactful as AI to climate change, which I clarified was completely incorrect and linked to resources proving how much worse of an impact it has. The conventional computing technology we currently use today that any decent AI models are incapable of running on does not even remotely come close to how bad an AI datacenter’s resource usage is in comparison. If you’re not gonna take the time to properly read through my post then don’t even bother responding. 1 Like Reapimus: Yeah AI’s energy usage might look smaller when you compare the numbers to other sectors, but you fail to comprehend that these other sectors like agriculture, industry, etc… are NATURALLY going to take up a much larger percentage of those statistics because they are operating at an immensely larger scale than AI is. The fact that AI can account for even 0.2-0.3% at the incredibly small scale that industry is operating at should speak volumes about how much higher the resource usage is there. Enel (Europe’s largest energy company) serves over 61 million customers and operates 88 GW of generating capacity. OpenAI: 700 million weekly active users for ChatGPT Even if AI shows up as 0.2–0.3% of global electricity (which is clearly not just OpenAI), that’s still minuscule compared to utilities like Enel (which is clearly not just the energy company), even per user, OpenAI consumes thousands of times less energy, proving current alarmism is misplaced. It’s overhyped, overstated. Electricity doesn’t care whether it powers food storage, people’s residential home, or ChatGPT, what matters is grid impact, and on that scale AI is still far smaller than things we accept daily, like streaming video or Netflix. necessity doesn’t change the physics of the grid. If critics are worried about impact, then streaming video, gaming, or always-on devices should be targeted first, since they dwarf AI by comparison and are also “optional.” no? according to what i found online: 1 hour of netflix streaming (per user) = a few hundred watt hours of energy 1 chat gpt query = 2-10 watt hours of energy (or more depending on complexity of the query) put those numbers into perspective, and assume someone spends a few hours using your vibe coding tool and you might aswell be more energy efficient watching a youtube video on how to code on roblox its disappointing to see you refusing to face a real issue thats being presented and instead proceeding to gaslight all of us. AI requires fresh computation on each query, streaming platforms serve you ready to go, optimized content on your device 2 Likes Froredion_display: necessity doesn’t change the physics of the grid. If critics are worried about impact, then streaming video, gaming, or always-on devices should be targeted first, since they dwarf AI by comparison and are also “optional.” Streaming, video, gaming, etc… can all be mitigated with the pushes to switch to renewables. AI’s alarming consumption of tons of water is much more concerning because that’s not a problem which could immediately be solved now and it’s already at an alarmingly high number when you look at how small AI’s scale currently is. Now will you actually address anything I’ve said without rewording the same recycled statement in a slightly different fashion? kostis: 1 hour of netflix streaming (per user) = a few hundred watt hours of energy 1 chat gpt query = 2-10 watt hours of energy (or more depending on complexity of the query) CORRECTION: 40-800 Wh for netflix per hour*** CORRECTION: 0.3-0.34 Wh per ChatGPT query*** and 20-40 Wh per 1 hour of ChatGPT for power users So in fact, using ChatGPT more allows you to learn more while consuming less electricity than watching a one-hour movie on Netflix per user. kostis: its disappointing to see you refusing to face a real issue thats being presented and instead proceeding to gaslight all of us. I’m just stating facts, people are misinformed and exaggerating AI’s energy consumption. Yes, it contributes to CO2 emissions, but so does everything we already use in daily life. Unlike watching a movie, AI adds more value by helping users gain knowledge faster than ever. Reapimus: Streaming, video, gaming, etc… can all be mitigated with the pushes to switch to renewables. which is the same for AI? Renewable energy is definitely the future. your numbers are inaccurate Taken together, my updated analysis suggests that streaming a Netflix video in 2019 typically consumed around 0.077 kWh (77 Wh) of electricity per hour […] The results are highly sensitive to the choice of viewing device, type of network connection and resolution, as shown in the chart, below right. vs. an AI prompt Epoch AI – 7 Feb 25 This Gradient Updates issue explores how much energy ChatGPT uses per query, revealing it’s 10x less than common estimates. We find that typical ChatGPT queries using GPT-4o likely consume roughly 0.3 watt-hours Note that for heavier work and/or working with codebases (or using reasoning models), the energy cost increases significantly as the input tokens scale, so it probably falls somewhere around the 10-20 Wh per prompt. Another source states: Training the GPT-4 model, with over a trillion parameters, consumed some 62.3 GWh of electricity over 100 days. This is very expensive compared to simple video compression algorithms that run on the data centers, if you want to find a comparable example for video streaming. 1 Like kostis: my updated analysis suggests that streaming a Netflix video in 2019 typically consumed around 0.077 kWh (77 Wh) of electricity per hour 77 Wh is for streaming only and server infra. And this is not including the modern TV which consumed averaging 150 Wh per hour, totaling to 227 Wh per hour if combined with streaming on Netflix. As my point stands, AI is a new innovation and it is just so overemphasized. If fact-checked, every tech is already consuming far more. kostis: Another source states: Training the GPT-4 model, with over a trillion parameters, consumed some 62.3 GWh of electricity over 100 days. GPT-4 model is old news. A lot has changed since 2023. Training a model now is becoming less and less expensive now as efficiency and innovations are being made. New techniques have launched to efficiently train a model with just 1% of original cost too. Nope, today’s everyday tech still out matches AI usage. Average usage of a cell phone per day by an adult is 6 hours, AI is a fraction of that if the person even uses it. AI data centers are accountable for about 3 percent of global electricity, while e-waste from everyday usage (phones, games, etc) are over 20. Im not sure how else to explain this to you, this information is all available online, you can’t complain about AI when you use the multitude of other contributions to e-waste that isnt a life necessity. All the information is provided by global studies from the UN and other reputable resources. Please do your research. I am also going to block further notifications from you, I understand a lot of you are young and dont have a great understanding of things, but I am not going to keep arguing with someone who cant do a simple search. Goodbye Froredion_display: GPT-4

people already suspect you use AI for your moderation actions (whether that’s true or not is to be debated) so that’s kind of showing the lack of passion for safety there lol I do like a lot of these changes in theory! If properly enforced they’d be excellent for improving your image! But with the current state of your moderation team… I’m not feeling optimistic. 24 Likes Any comment on why not instead of banning vigilantes, you try to reach out to work with them instead? I understand that bad actors can exist who aim to manipulate your trust to ban players who aren’t breaking rules, but players who have gotten actual arrests and work with law enforcement already, why not add them to the planned Community Safety Council? 9 Likes RbxRocketMan: We will address handling historic and abandoned legacy experiences as needed. Could there be a system for community rating? That is, volunteer ID verified users over the age of 18 can play these games and fill out the questionnaire based on the content they observe, and with enough corroborating ratings they can be made accessible again. 15 Likes You guys still have a long way to go but this is a good start! 4 Likes Yeah, I think everyone complaining actually does have a good effect on roblox. It just feels weird to talk to the person who you petitioned to get fired lol. 6 Likes I don’t know what the internal structure in Roblox is like but I feel like it should not have taken that long to use AI or hire a moderation team specifically for Experience/ UGG/ Group Moderation That’s fantastic you guys are taking further action through a moderation council, and definitely a step in the right direction and i just wanna add that I genuinely love this platform and only want to see it succeed but there’s alot that needs to be addressed/fixed to restore the average users trust / image of Roblox Please do the right thing guys there’s still time 5 Likes I agree with this, like Discord for example, does the bare minimum of sending you an email that they took action despite not disclosing what action they took, just that they did. That’s the bare minimum. 7 Likes This is a step in the right direction for sure 4 Likes Taking action only after the damage has been done. You are too late. 4 Likes This definitely sounds like a promising update, but until it goes into effect I guess we won’t be able to say. RbxRocketMan: Experiences that have not completed the Content Maturity & Compliance Questionnaire or have had their content maturity label removed by moderation due to inaccurate answers will be unavailable to anyone other than the developer or those working on the experience. This change will be effective in the coming months—more details to come on this soon. We will address handling historic and abandoned legacy experiences as needed. How will you be able to tell what a historic or abandoned legacy place is? What if it’s a known creator who has passed away for example? RbxRocketMan: To this end, we are developing a Community Safety Council that will be made up of members from our creator community. Will this be a closed community or will anyone be able to apply to this? I’d certainly be interested in joining, as I’ve been trying to report this one bad actor to the Roblox mods/DevRel for some time and he’s not only not been banned after years, but he’s also since gotten verified too. It’d be cool if you could invite you-know-who to this community as well. Overall this sounds like a good and promising update, but I guess we will have to wait and see. 5 Likes I think I might be misunderstanding, anyone mind clarifying? Are bathrooms/bedrooms banned outright? For example I wanna build a House showcase, within will obviously be several bathrooms/bedrooms, spaces you’d find in almost any house, is my showcase now gonna be 17+? To be clear, not a “hangout” type of game & these ‘private’ spaces are not the center-point of the experience, what does this fall under? 10 Likes Echoing what Chesse said, for the sake of game preservation, please restrict these games to 17+. This change will impact a large number of older Roblox games that haven’t been updated in years, and giving access for these games for means of preservation instead of outright disabling access to them would be more beneficial. 31 Likes Honestly I think 13+ is a better safe default but 17+ is a second best solution 6 Likes I think the main issue everyone has is that instead of giving a warning or ever attempting to work alongside them, they just outright blacklisted them and attempted to sue them which is insane 8 Likes Page 4 As much as we appreciate Roblox responding to these concerns and providing transparency for what the the next steps are for Roblox as it pertains to the current issues at hand, I feel as though the main issue has been glossed over. Nobody is asking for Roblox to add more rules; we’re asking for the rules that already exist to be enforced. 18 Likes Just read to through the whole post, seems like this is right direction but this isnt the final solution to the problems that the current situation with roblox on the news is addressing. I love the idea of having a community safety council, I really do hope to see you guys start hiring people who want to do good for the platform to help moderate and keep the platform safe. However, I just need to wait and see if you will follow through with all of the words said in this post. Overall, this is a good step in improving your PR with everyone, but its gonna take alot more in order for everyone to believe you guys again, but I have faith you will be able to do that, keep trying to improve your relations roblox - NekoIchiSan 5 Likes I really do not think this will change anything. If anything, this is probably going to cause more kids to grab their parents’ IDs and hop into a bathroom game. 7 Likes You listening to us, your community, shouldn’t come only when your stock goes down and you’re getting sued due to insanely dumb decisions. This platform needs to start prioritizing the community over profit and I won’t believe it until I see it. I hope the next step is to reinstate schelp and offer the creators who left the star program an apology and their place back if they’re even willing to accept it in the first place. 19 Likes Minus271KGubbies: Are bathrooms/bedrooms banned outright? Unfortunately it seems like they will be allowed for 17+. RbxRocketMan: Today, we’re placing additional restrictions on these experiences by making any Social Hangout that includes “private spaces” (such as bedrooms or bathrooms) unavailable to any users under 17, and restricted to ID-verified 17+ users. 2 Likes no, conceptually bathrooms and bedrooms arent banned outright no, bathroom games arent banned outright but games through the questionnaire marked as social hangouts are strictly 17+ any game that is unrated is not accessible to anyone at all it all really depends on the questionaire 4 Likes This all seems pretty promising. A bit frustrating that it has taken this long for things like this to be implemented, but hopefully this is a step in the right direction. 4 Likes I think with all that goes on in bathroom/bedroom simulators they should be 18+ More ideally I’d like them off the platform entirely but this post doesn’t give me high hopes in that ever happening now. 6 Likes It doesn’t matter. That person is the reason the event happened in the past few days. It’s the reason why younger generations can get exposed to nudity and NSFW content, which can severely traumatize children and give them a whole new perception of the world. That person is the reason why children get kidnapped and groomed. That persons actions are not justifiable no longer. Especially when they ban the ones who do what he can’t do just because it could make them more money. Hence, a termination from the rank of CEO and CSO for David B. and Matt K. is highly needed. 11 Likes RbxRocketMan: Bathroom simulators and experiences that primarily take place in adult settings like night clubs, dance clubs, or bars will also only be available to users who are ID-verified 17+. Why? These are clearly explicit games used to perform illicit acts within said games and will absolutely still lead to more child safety concerns. You can’t expect us to believe that “public bathroom simulator” is an acceptable game to have hosted on Roblox. 15 Likes These are all great words, but now I wonder if those kind of games will actually be banned.. 5 Likes RbxRocketMan: Today, we’re placing additional restrictions on these experiences by making any Social Hangout that includes “private spaces” (such as bedrooms or bathrooms) these hangouts in “private spaces” violate the ToS btw!!! 7 Likes After actually reading the post throughout, more signals for detection isn’t necissarily the answer. It’s enforcement. RbxRocketMan: They will not be playable, visible in top charts, or recommended to users who are not ID verified 17+. Just make it 18+, or better, don’t allow that kind of content on the platform. RbxRocketMan: We want to ensure we are continually getting feedback from this community, and in particular striking the right balance between keeping the community safe and imposing limitations that could unfairly take down a creator’s experience. Make staff members at Roblox use this devforum then and utilize the Community Feedback Program. I’ve applied three times and haven’t gotten in because I’m not a popular developer. That’s a problem. And, if you weren’t here in 2019, you don’t have access to Feature Requests. We got bug reports, and I know people are working on it, but that means you fundamentally cannot listen to us. The appeals and support forms have too many copy-and-paste like responses that are unhelpful. None of that is mentioned here. RbxRocketMan: we are developing a Community Safety Council that will be made up of members from our creator community. Is that the thing where you added kids to the council? Respectfully, I saw that as a PR thing and unhelpful. I know Roblox internally. I’ve researched it for 6 years now heavily. Every tech talk, networking with staff, triaging bugs and giving feedback through the only channels I could. Hear me when I say the top-down structure needs a look. You have passionate staff who work hard, and I don’t think they’re the problem. More responsibility and humility from the top would help. It’s difficult to build safety at this scale, but you have people to help. And I don’t mean more AI/ML. The company is shifting more towards AI and the employees are unfortunately reflecting that sometimes by taking in feedback with AI. It’s disrespectful. It’s an uphill battle, but it’s up to you if that climb is made even worse. 16 Likes With the discussions of restricting games to 17+, I think that should be updated to 18+. 17+ is 17 and above, 17 is still regarded as a minor in many parts of the world, and straight up are on the internet. 8 Likes Any way this process could be modified for developers wanting to create test-servers? It might get tedious. “Violative Scenes Detection” - I’m guessing this will be an AI imaging model scanning scenes upon specific callbacks & events? eg; DynamicImages - Character spawning, etc? 3 Likes I believe Roblox has a reason to not use 18+ as a rating because it would otherwise implicitly mean that it is an adult-only game, allowing any NSFW content. To clarify; this would make the user understand that 18+ games allow sexual content, etc. Though, 18+ rating does exist, but it is not an restriction. That’s the confusing part. 5 Likes Roblox already knows a genre of a game and has entire systems for it if you look at the API data. It’s actually a really easy task Roblox regularly handles changes in policy which will remove year old items (as we’re seeing right now), I don’t think it’s that much different It’s just that Roblox doesn’t want to define a nice line between clubs and bathrooms which otherwise are just problematic spaces that don’t have a place on the platform 6 Likes this i do fully agree with roblox trying to abide to romeo and juliet dating legalese and knowing damn well theyre relient on verification and ai to do the work for them there is no reason not to 4 Likes this is definitely… something i guess 4 Likes I hope you keep your word and actually do it, and doesnt turn out like the report system, that most cases arent checked or any punishment is effected, correct me if im wrong 6 Likes Page 5 I get that but if you’re gonna allow adult games (in this case, depictions of alcohol as the example), it makes more sense to raise that age by one year and reduce the liability. (I’m struggling to type rn, its running slow for me, anyone else?) 3 Likes Creator Roadmap 2025: Summer Update Experience Betas (Late 2025): Test new and updated experiences with a select group of users that you choose. Because beta experiences aren’t visible in search or on the homepage, they won’t impact your rankings or discoverability when you officially launch. If Roblox releases this in a timely manner, you’ll be using this feature instead 8 Likes RbxRocketMan: Experiences that have not completed the Content Maturity & Compliance Questionnaire or have had their content maturity label removed by moderation due to inaccurate answers will be unavailable to anyone other than the developer or those working on the experience. This change will be effective in the coming months—more details to come on this soon. We will address handling historic and abandoned legacy experiences as needed. Yall actually better do this and also make sure to delete the bad games. 8 Likes What happened to announments? Erm, are they getting scared again? 3 Likes as long as this is actually enforced, i’m not mad 4 Likes RbxRocketMan: We will address handling historic and abandoned legacy experiences as needed. Please address these changes BEFORE this update goes live, as this will essentially private every game that was not updated to have an age rating, which means that several old games made by inactive developers will be unavailable. Old games are a huge part of Roblox history and it would be an absolute shame to not have them playable anymore. Even if they are broken. 11 Likes ??? Report it as a forum bug. 3 Likes My take from this is that it’s the first step in the right direction - of many, many steps. I’m under the assumption that we’re about to see a lot more changes in regards to user safety on the platform and that mistakes will be admitted. 5 Likes The fact that you want to rule private spaces as 17+ is concering, especially when you have a CEO that is questioning allowing dating and nudity on the platform. Sure, at first glance they do not seem to break any policy, but restricting it to 17+ will do nothing. You have a guideline that states that a developer must keep its games and users civil, but I have yet to see you enforce that in recent times. 4 Likes Regarding schlep, I do think the actions dealt towards him were heavy handed, however I don’t entirely think they were unfounded. I think something not many people realize is how dangerous having a content creator policing things is. When you have a large base of people they will often follow everything you say. Here’s something for consideration: There have been a number of times where public figures have accused somebody of heinous actions, and often times it lead to people immediately jumping the gun. I remember distinctly an incident with an older gentleman was accused by drama alert which later turned out to be a mistake. Said gentleman was seriously mentally hurt from the incident. Do I think Roblox should be doing a lot more? Absolutely! And I otherwise agree with a lot of the outrage from previous incidents. I also disagree with how all of this was handled, but I try not to immediately jump to supporting either side without at least understanding why such things have happened. 13 Likes You have to click on updates and there will be the announcement topics 2 Likes I’m glad moderation is being improved. However, I am very concerned about the server shutdown thing. I foresee bad actors and/or exploiters figuring out ways to trigger this system which will effectively allow them to take down game servers - which would be very bad for developers. If this goes through, developers NEED to be notified when a server gets shut down due to inappropriate activities. That way, we know it’s from that and can potentially take action to address the activity that is happening. If there is no notice, it will be impossible to determine why our servers are going down. 4 Likes I want to trust you that this will actually do good but I just can’t. This will probably be just as ineffective as before on the actual problems (the amount of games that break the rules or get away lying with the age ratings still and the creeps on this platform) and also your lack of action being taken against people who have been proven to perform bad actions on the platform and have been properly reported in the way you want people to report them. I am glad that you are going to work out a way to keep historical and abandoned legacy experiences playable though but this doesn’t tackle the biggest problems. 4 Likes I edited my post, sent the wrong screenshot. 2 Likes The fact that these are the conditions the platform has to be in to make any sort of change is ridiculous and shows the lack of care the company has for its users. If I had a kid that owned a roblox account, I would’ve taken it away long ago. 4 Likes You made four (1 2 3 4) topics about how you are totally going to ban bots. They are still here in massive numbers. You have made 4 (1 2 3 4) (now 5 with this topic) posts about how you totally take safety seriously. When are you going to take serious action against the problems this platform faces and stop protecting bad actors for the sake of inflating your metrics for shareholders? 13 Likes seems like a step in the right direction, yet i cant help but feel like this will be another nothing burger update that does little to nothing to address the cataclysmic safety issues this site has. 1 Like 18+ would imply allowing NSFW content 6 Likes The fundamental problem isn’t the lack of policies, it’s that Roblox has trouble enforcing them at all. Stricter policies only apply to people that planned to follow them to begin with, policies are not stopping bad actors because they don’t care about the repercussions to begin with. RbxRocketMan: Blocking users under 17 from Social Hangouts with private spaces and experiences primarily set in private spaces Great, children can’t join experiences with private spaces made for adults anymore. But predators can still join experiences primarily made for children, communicate with them, and also wear bypassed UGC to expose them to inappropriate content. If anything, children under 13 should have entirely separate text channels than adults. Most adults don’t have any business talking to children, and children don’t have any reason to be talking to random adults either. RbxRocketMan: Unrated experiences will be unavailable for all users So bad actors will do the questionnaire, probably lie, and make sure their game reaches as many people as possible before it gets deleted entirely too late. Then re-upload it under a different account. Again, these policies don’t mean anything if they won’t be reliably enforced, policies do not apply to people that don’t care to follow them. 6 Likes This just shows that this could’ve been done at any point, I’m glad it’s at least happening though. It’s a schlep in the right direction. 12 Likes Page 6 Given David’s stance, it’s not unforseen 1 Like 8th time’s the charm. Also, protecting bad actors for inflating investor data is a common misconception as they don’t take up much of the DAU of roblox. They mainly don’t call them out since it looks bad for them. They pretend like they don’t exist in the first place. 2 Likes so what does 17+ imply… “sometimes nsfw mix it in with minors yatta yatta” 2 Likes I welcome these changes, in my opinion this is a step towards the right direction. But it could be better as noted here: Icedemized: A direct line to contact support if predatory activity arises on the platform Improvement of the “Trusted Flagger” program I really hope you stick to your words, because I am THIS close to dropping everything. And no, don’t just restrict bathroom games; flat-out forbid them. 4 Likes I hope that this is a step in the right direction, but unless the inappropriate experiences actually get deleted, Roblox won’t regain trust from the community. I see that public bathroom simulator isn’t there so that’s good. 1 Like I wonder what’s going through Dave’s mind to even consider nudity in the platform. I appriciate what you are doing for this, it’s a step in the right direction, however a few more things would be appreciated. Unban Schlep, apologize to him, and start working with him to catch bad actors. Work on a system that allows us to be notified about a user or game that we have reported, every other social platform and game does it so why can’t Roblox? 1 Like we’re not this gullible, do something about the grooming groups and pedophiles and then maybe we’ll listen to your needless “safety” policies 2 Likes I found quotes from Roblox engineers that the reason that they cannot ban more users is specifically because of metrics. You can start with the Hindenburg report (cited in the lawsuit) which quotes former employees about how Roblox is hesitant to remove any users because it sends the company into panic when the DAU drops. There are more quotes out there but I’d rather not share them all right now 5 Likes I’m happy to see that safety is being prioritized here, however I can’t help but feel sad about the fact that a lot of old games are probably about to be lost forever. This situation reminds me a lot of when you had to force filtering enabled onto games. Only probably worse this time as many games will go from basically unplayable to literally unplayable. I understand the reasoning and do not doubt for a second that this is the right call and a step in the right direction, but it’s a bit sad it had to come to this. 3 Likes Better late than never, but honestly, Roblox needs to do better — or it risks putting its users’ ability to make and do what they want (within TOS) in jeopardy. Now, it’s not 100% Roblox’s or the developers’ fault. No matter how safe you make it, no matter how many safeguards you put in place, some abuse will still get through. Roblox shouldn’t be the only barrier to protecting kids. Parents should be more aware of what their kids are doing and teach them the dangers beforehand. A lot of people need to play a role, not just Roblox: Roblox needs to do better at protecting its users. Parents need to do better at watching and being more responsible for their kids. Users need to speak up when they see kids being abused or harmed. Devs need to make sure everything is running within TOS and ensure users are abiding by the rules. 2 Likes On one hand, i sort of get it as those who grew up with roblox are now adults or becoming adults. On the other… it’s too unsafe to post here and I do not want a defamation lawsuit 1 Like Respectfully, you guys aren’t winning back the public until you reverse the unnecessary action taken against Schlep. But most importantly, we want to see Roblox actually follow through on their promise to protect the kids. How can you do this you might ask? Here’s a few examples: Do NOT ever release dating onto the platform. No matter how much age verification there is to it, there WILL be children that find their way into it. This is a gaming platform after all, not a dating one. Stop wasting resources on legally taking down and villainizing creators who are trying to help the platform, even if they’re being critical of it. Stop punishing people that are protesting over Roblox’s misconduct of this entire situation. These people want to be heard, they want the platform to thrive, they want the platform to be safe. Silencing them for speaking up is seriously not the way to go about this. Listen carefully to what your Star Creators and community have to suggest. They know the platform a lot more than most staff even do. Hire moderators who are actually familiar with the site, and can keep up with trends. Your outsourced mods aren’t doing as good as a job as you might think. 13 Likes It implies adult without implying sexual maybe we are actually making a difference this wouldnt make sense. if you have upon millions of users on the platform why on earth would banning users impact metrics maybe the reason engineers cant ban is because theyre not moderators! Share it right now. That’s an extremely serious topic that needs change too. Because bad actors make up a larger portion of this platform’s users than you think. 3 Likes This is a concern that I share as well, I’d like Roblox to know if its possible to exclude old games who aren’t updated anymore and are obviously not predatory hotspots. Page 7 RbxRocketMan: We previously announced that Social Hangouts experiences would be restricted to users 13 and older. Today, we’re placing additional restrictions on these experiences by making any Social Hangout that includes “private spaces” (such as bedrooms or bathrooms) unavailable to any users under 17, and restricted to ID-verified 17+ users. Great job, Matt! Absolutely marvelous. Instead of banning or deleting the spaces that are clearly designed to capitalize off of inappropriate, suggestive themes, you can just restrict them to slightly older people who are still minors! Really great job Matt. You’re proving yourself as the top pick for safety at Roblox. This will definitely stop the predator problem, especially considering that Roblox’s age verification systems are primarily AI-based, which as we know, are completely infallible and NEVER make mistakes. Give yourself a well-earned pat on the back for this one and sit back and relax! You’ve earned it buddy! 8 Likes social hangouts in private spaces in my opinion should be banned entirely as many users do many erotic roleplays in those selected experiences. however, if you really are against banning these games, the best solution would be to raise the minimum age from 17 to 18. the age 17 is still recognized as being a “minor” in the united states, and 17 year old users can still be attacked and assaulted by predators. i’d also recommend to take down social hangouts if they are not moderated properly and allow actions that are against the terms of use. finally, i would STRONGLY recommend you work with creators and influencers (ex: schlep) that want to help roblox moderation to help moderate the platform. As you said in your response to vigilante groups, the amount of reports to the ncmec was 24,000 which is a lot and should encourage the moderation and safety team to make sure there is less predatory activity on the platform, and to allow social creators and influencers to clean out the less noticable cracks in moderation. 3 Likes RbxRocketMan: To this end, we are developing a Community Safety Council that will be made up of members from our creator community Whilst this is definitely a good thing to be introducing I am curious if Schlep would be invited to this program or if their Cease & Desist would still be in effect? 1 Like RbxRocketMan: prohibits content that depicts sexual activity or seeks real world romantic relationships Assuming this references the Schlep situation, Mr. Kaufman, you weren’t keeping the platform safe, and you ban Schlep for documenting everything in a legal manor? Your reasoning had gaps when it came to Schlep. You keep revolving back to bad actors as a generalization, yet you never address Schlep’s personal ban. (Though that’s from what I’ve consumed, please do let me know if I’ve missed something) RbxRocketMan: we are rolling out Violative Scenes Detection functionality to detect, gather evidence for, and automatically shutdown servers with user-created inappropriate behaviors (e.g. users might be able to ‘spray paint’ a sexually suggestive image) Mr. Kaufman, don’t pat yourself on the back here, this should be considered bare minimum considering you guys have prioritized finances before our safety. Simply put, I love to see you guys finally start being able to control such a huge community. Again, this should’ve came a long time ago, like way before November 1st 2024, November 1st 2024 Sad to say I don’t think you guys even know what to do with your own platform. Is it going to be a dating site or not? Ultimately, I like the decisions being made today, however i won’t believe them until I see them. 9 Likes fadevert: you guys aren’t winning back the public until you reverse the unnecessary action taken against Schlep ^ We shouldn’t really forgive them just for saying

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