Subject: Re: stupid a0000000 names
Posted by Alkaline on Sun, 20 Nov 2005 17:02:06 GMT

View Forum Message <> Reply to Message

This is true up till a certain point, and then it doesn't matter. Generic servers need A0000 names, heavily customized servers don't.

E.G.

Black-cell servers don't need A000 names, their server is unique. ZUnnies Co-op doens't need these either.UN New Maps doens't as well (I just simply choose an A0 name to have both GSA (yes GSA needs an a000 name...)+New Maps close together in the listing)

Its when you have servers which are clones of each other they need to compete for players. Most server owners have no choice but to do this to get players, even though people who are lazy to scroll down are n00bs.

As for its lame, well get used to it, or make it so that the server listing isn't sorting by player but by PING in game players. Btw ingame player thing will kill wolspy players, because on the listing the xwis server doens't report any renip/ase/gamespy/directConnect players in game, which is why you see 6/40 on new maps in the listing, but when you join the channel their are like 34/40 or so players. Wol players are stupid and dont' bother downloading anything new, hence 70% of traffic on new maps is from places outside wol.