

---

Subject: Re: a000 nick discussion redux

Posted by [StealthEye](#) on Fri, 13 Oct 2006 13:33:57 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Ma1kel, do you have any reason why, or are just just stating something out of the blue?

As others have stated, there are little new players joining the servers which are further down the list, so it is hard for a new server to get regulars. I think BCServ (as Alex stated) started getting people the same way. The a00 nicks were not common yet and the B was pretty high on the list I assume. I think most good servers started exactly the same way, because even without the a00 nicks they would need players, who are commonly too lazy to scroll 10 pages down just to join a random server...

We used BlkIntel nicks before, and disliked the a000 nicks too (I still dislike them). However Cat998 offered us the a0000000a,b,c nicks, and we decided to give it a try. The difference in player counts shocked us, so we decided to keep using those names. Having high nicks might be an advantage, but in the same way having low nicks is a disadvantage.

Randomizing the player list would be terrible I think though. You would need to find the servers you wanted to play on every time, which would be quite annoying. It is only an option when the buddies thing would work properly.

Sorting on ping might be a good solution, if the ping system is fixed. Wouldn't it be possible for the client to ping to the servers directly? That would however need a change in the XWIS protocol (could probably be done backwards compatible)

By player count sounds ok.

Maybe it would be possible to show more servers on the screen, as that would only really solve the problem of too lazy players to scroll down, but would require quite big changes to the listings screen.

Another thing to watch out for would be that it would only work for patched clients. Unless this uses the patch mechanism it would still be useful to have the "high" nicks.

---