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Subject: Re: a000 nick discussion redux

Posted by [StealthEye](#) on Mon, 16 Oct 2006 08:31:45 GMT

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Quote:FYI, yes the join buddy still works for passworded servers only.Thanks for clearing that up

Quote:It would just be better if you could select servers to be added to a favorites list that would appear at the top above any other servers - similar systems are used for lots of games, but really if your server is getting no traffic it is down to more than just the server nick.Yes, that way would be slightly better than buddies, but buddies would work too imo.

The main problem of a lower nick is that there will be little players joining when it's empty, and therefore little players will become regulars. The server will fill up if you sit in for a couple of minutes, but you have to be online and playing in your own server to get it running a little. When you have some regulars willing to join and wait for other players then it will fill up easily. If we would move down again we would be getting more players than before. I know this because when I start my test server (BlkIntel5, so not at the top) it fills up much quicker than before we had the a0000 nicks. Probably due to "BlackIntel" in the server name.

Quote:Their are too many servers for such a small fan base, this is the major problem, randomizing will not change that, it will either spread players out and there are no full servers, or the popular servers stay popular and it takes people a little longer to find them.Regulars would manually sort by name again, because that's easier to look for their server, which basically makes the randomizing thing useless, lol I agree that randomizing is solely annoying and will not help solving this issue much.

Quote:The only ways to fix the problem are, either get more players, like at least 4 times the amount we have now, which is never gonna happen. Or we need far fewer servers, again, this is unlikely.More players would be nice, but highly unlikely indeed Fewer servers is only possible by limiting them on the XWIS side, but that's not a really nice solution as some people will still want to run a 1p test server to test maps or start a 2 player server to play with their friends or something... You could ofcourse limit it only for dedicated servers, but then:

Quote:Who is to decide who runs a good server?Currently, it's obviously the owner of the nick deciding that...

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