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Subject: Re: a000 nick discussion redux

Posted by [Jellybe4n](#) on Fri, 20 Oct 2006 19:28:50 GMT

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Goztow wrote on Mon, 16 October 2006 11:37I'd actually open up a brewery there, all that bread would make people thirsty. However, it would be in the same street.

So, to continue with my analogy for a second, that would be like hosting a COD2 server on the Renegade listings.

Anyway, I'm still wondering why people think the random server list is going to help reduce the number of empty servers. Judging from the lack of argument, we've established that the best we can hope for is a small shift in traffic.

End result, there will still be lots of empty servers, there will be no matter what you do with the server listings, simple fact is there's too few players to fill them.

So is the effort really worth putting in when the end result is still the same? Especially when you look at how many projects Crimson and BHS are trying to get off the ground.

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