
Subject: Re: Suggestion: Official Community Server
Posted by [scarabguy](#) on Fri, 14 Sep 2007 00:45:45 GMT
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IronWarrior wrote on Thu, 13 September 2007 14:15 EvilWhiteDragon wrote on Thu, 13 September 2007 12:22 IronWarrior wrote on Thu, 13 September 2007 18:02 Spoony wrote on Thu, 13 September 2007 16:58 I was thinking of simply using Spoonysrv for it, renamed appropriately and with whatever rule/serverside changes ended up coming into effect.

Also, I had planned to ask Jelly for the 'a00' name, but that seems a little far fetched.

Server be 100 player slots right?

I'll think that would be needed if it goes ahead.

If it ever goes online and alot of players from the forum plays there, would join, could be a fun game.

100 players? No way.

I mean, hello, vehicle limit of 7 (yes it's 8 but that includes the harvester)...

Vehicle limit can be anything you want it to be.

But, as that would be modding the server, it would make people cry.

Which is an other reason, it's not gonna work.

If the server can't hold 100 players, then it wouldn't be much of a community would it, with 32 or so players in there...

your forgetting one thing. it will never happen. 100 players plus even 20 vehicles = massive lag! that, and no one will ever agree on any rule, any maps, any mods, or anythign else. it would be a nightmare.
