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Subject: Re: Beta TT test server!

Posted by [ExEric3](#) on Tue, 22 Mar 2011 10:50:59 GMT

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EvilWhiteDragon wrote on Tue, 22 March 2011 09:35

I'm not sure how that would be of any help tbh? You mean so other servers wouldn't be able to go online/ get any players at all? That seems a bit like overkill to me, not to mention the bad blood it would set with the serverowners.

Yeah something like that. Bad blood I think is already here. Nice example first and second beta test. I dont think its communication fail. People just starting ignoring TT because it take too much time and first beta didnt show us much at least for end users. (I know its beta and client side is needed or required also).

If TT patch should be official I dont see here any problems only forcing all players to one server for some short time to collect all important data, crashes, bugs etc.

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