
Subject: Re: Server opinions

Posted by [Veyrdite](#) on Sun, 28 Apr 2024 11:23:49 GMT

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

Quote:No custom sounds - the novelty wears off, the text wastes space in the chat feed and the custom sounds are rarely relevant to what's being discussed or going on.

I tried turning the sounds off on Rencorner, but it only turns some of them off. They're great for the first 5 minutes, then they make my head hurt.

An additional sound to complain about: the PM "Yo!" when someone donates to the entire team (!td). I keep thinking someone is trying to page me specifically. If it needs a sound effect then it needs to be something else, not overloading "Yo!".

Quote:Trial having no kill feed - when you've got over tens and tens of players on the server the kill feed just gets in the way of the chat feed... and when I think about it, when do you ever need the kill feed? If I kill someone I'll see it or hear it (BOINK!) If lack of kill feed proves detrimental, then plan B would be to segregate it to a different corner of the screen.

I miss so much player chat because it's hidden amongst the forest of kill messages and other junk. When the messagebar appears at the top of the screen I want it to be for something important. At the moment the metagame completely changes at high server population counts because no-one can see your F3 team planning.

When you are directly involved in a kill: show it (so you know who, this is useful when learning other player's behaviors and so you can talk to them about it). Hide everything else.

Perhaps it might be worth showing all kills when the server population is very low (eg <=6)? That can help with strategy, especially if your teammate is a sniper on the offensive.

Quote:Maps

All the stock maps,

I really hate the stock maps. I'll take the most unbalanced _other_ maps any day as long as they're timed and there is a very big variety.

Some of my best memories are of weird and wacky maps. Vaguely recalling:

A big sand one with two AGTs, two Obbies, two or 3 vehicle paths through the middle and falls to your death.

Infantry only maps thrown in occasionally are a bit of fun variety. I remember lots of volt-auto-gun mob attacks on the exterior of buildings.

Christmas 2004 snowmen turrets, a bridge, ice lake that would break and custom vehicles

Alas the stock maps servers fill up first. The scripts auto-map downloader has improved the player experience by quite a lot, but I still think the little convenience nudge towards the stock maps servers tips the balance and everyone then joins the bigger server from there.

Random old maps links:

Renegade Gamefront Archive (700MiB of maps)

JBserver 2003-2005 (new date codes are wrong).

Renegadezone's ancient collection. Some have been broken since they were uploaded :d
