Subject: Suggestion: Official Community Server
Posted by Spoony on Tue, 11 Sep 2007 14:31:27 GMT
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How about that?

There isn't one, obviously. Is there a reason why there should not be?

I could host it, or if, say, Crimson wanted to instead that'd be fine - in fact, probably better - but if I were to host it it wouldn't belong to me, it'd belong to the Renegade Community. This forum, as a community, could decide stuff like the rules by having polls, appoint moderators, etc.

Subject: Re: Suggestion: Official Community Server
Posted by Goztow on Tue, 11 Sep 2007 14:35:29 GMT
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There are already too many servers, unfortunately.

Subject: Re: Suggestion: Official Community Server
Posted by cheesesoda on Tue, 11 Sep 2007 14:59:45 GMT
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Do you ever stop to think before you post, Goztow?

If the whole community basically runs the server, then wouldn't they be, I don't know, more likely to play on the server?

Subject: Re: Suggestion: Official Community Server
Posted by IronWarrior on Tue, 11 Sep 2007 14:59:47 GMT
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No point, we all have our Community servers that we play in.

Goztow wrote on Tue, 11 September 2007 09:35There are already too many servers, unfortunately.

More servers the better to be honest, it be a sad day if there was only few servers around.

Subject: Re: Suggestion: Official Community Server
Posted by Ryu on Tue, 11 Sep 2007 16:20:28 GMT
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cheesesoda wrote on Tue, 11 September 2007 09:59Do you ever stop to think before you post, Goztow?

+1 agree.

OnTopic: If you guys got a TeamSpeak server up, I'd most probably play, Then we all could use this new tactic called "teamwork" !

If not, back to APB for me.

Subject: Re: Suggestion: Official Community Server
Posted by danpaul88 on Tue, 11 Sep 2007 16:35:02 GMT
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Sorry, but why do we need MORE servers? Eventually we are going to end up having 1 server for every player online at any given time, which is completely pointless...

Subject: Re: Suggestion: Official Community Server
Posted by Romaner on Tue, 11 Sep 2007 16:54:21 GMT
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well as of right now how many servers send their data to bhs rankings page?
i mean this could be a way to persuade people to join this server. i for one would prob drop by from time to time, since n00bstories is full most of the time i go to play

---

Subject: Re: Suggestion: Official Community Server
Posted by luv2pb on Tue, 11 Sep 2007 17:09:45 GMT
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I agree that more servers is not needed. Everyone here already plays somewhere or doesn't play. That time and server could be used in better ways.

Subject: Re: Suggestion: Official Community Server
Posted by Starbuzz on Tue, 11 Sep 2007 17:25:07 GMT
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Yeah but a server run by this community would be interesting and may serve to unite us more. (I know that sounds a little cheesy).

Since everyone plays in different servers, the members in this forum rarely run into each other. I don't know about others but to me it will mean a lot if there was a server where everyone from the

forums here would join in and play.

And I agree completely with Spoony...we can decide on the rules and the mods and so on. It will be really interesting and will bring the community closer.

Subject: Re: Suggestion: Official Community Server
Posted by Goztow on Tue, 11 Sep 2007 17:31:20 GMT
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cheesesoda wrote on Tue, 11 September 2007 16:59Do you ever stop to think before you post, Goztow?

If the whole community basically runs the server, then wouldn't they be, I don't know, more likely to play on the server?
All my almost 4.000 posts are all well thought of and there's hardly any spam in it either. But thanks for your concern.

We wouldn't play there more, we would just fight more about it.

Let's get community based rules: noone will agree. Let's get community based moderators: all who say "aye" can be a moderator. Ow wait, we need an admin to supervise the moderators. Let's all fight about it!

If you want a community server, you already have n00bstories. That's the closest to a Renegade community server you'll ever get. And guess what: n00bstories has a 2nd serevr which isn't always full.

Subject: Re: Suggestion: Official Community Server
Posted by cheesesoda on Tue, 11 Sep 2007 17:33:27 GMT
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Goztow wrote on Tue, 11 September 2007 13:31cheesesoda wrote on Tue, 11 September 2007 16:59Do you ever stop to think before you post, Goztow?

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See, I have no problem with that opinion. I agree with that, but your original post of saying that we have too many servers doesn't mean shit in this situation.

Subject: Re: Suggestion: Official Community Server
Posted by Goztow on Tue, 11 Sep 2007 17:40:16 GMT
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cheesesoda wrote on Tue, 11 September 2007 19:33Goztow wrote on Tue, 11 September 2007 13:31cheesesoda wrote on Tue, 11 September 2007 16:59Do you ever stop to think before you post, Goztow?

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See, I have no problem with that opinion. I agree with that, but your original post of saying that we have too many servers doesn't mean shit in this situation.
It's the standard answer to everyone that wants a new server.

Subject: Re: Suggestion: Official Community Server
Posted by Tunaman on Tue, 11 Sep 2007 17:43:21 GMT
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Maybe have Spoony and Crimson both be admins, and each of them get to choose something like 3 or 4 trusted moderators?
^That's just an example.. We could have more admins, but those are the two that I'm pretty sure would be admins.

Subject: Re: Suggestion: Official Community Server
Posted by trooprm02 on Tue, 11 Sep 2007 19:17:11 GMT

A top a00 nick would ofcourse would be needed nowadays to get anything full, a 30-40 player server called like "Westwood Community Server" Or "C&C Renegade Server" or something simplistic like that seems apropriate, also, as Alex said, a TS serv would be intresting aswell

---

Subject: Re: Suggestion: Official Community Server
Posted by danpaul88 on Tue, 11 Sep 2007 19:22:22 GMT

Quite a few servers already have a Teamspeak server for players, and I am pretty sure n00bstories is one of them...

Subject: Re: Suggestion: Official Community Server
Posted by cmatt42 on Tue, 11 Sep 2007 20:15:59 GMT

Isn't there already an official community server? That's what they called it. I swear there was, and the majority of the players were German.

Subject: Re: Suggestion: Official Community Server
Posted by Matix101 on Tue, 11 Sep 2007 20:49:17 GMT

I remember there were a couple of renegade community servers.. lol

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Subject: Re: Suggestion: Official Community Server
Posted by IronWarrior on Tue, 11 Sep 2007 21:14:39 GMT

Fucking pointless... even if one was set up, no one would really join it, like I'll said eailer, we all have our home servers that we play in.

And I'll agree with Goztow, we would end up fighting over everything about the server.

Good idea but just not needed.

Subject: Re: Suggestion: Official Community Server

Posted by Sn1per74* on Tue, 11 Sep 2007 21:16:22 GMT
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Brilliant Idea. There should be single player death match maps too!

Subject: Re: Suggestion: Official Community Server
Posted by _SSnipe_ on Wed, 12 Sep 2007 01:17:22 GMT
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u guys should close the servers that are ALWAYS empty

Subject: Re: Suggestion: Official Community Server
Posted by scarabguy on Wed, 12 Sep 2007 02:38:57 GMT
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how? they (spoony and crimson and ect.) dont control those servers. so how do they close them?

Subject: Re: Suggestion: Official Community Server
Posted by nikki6ixx on Wed, 12 Sep 2007 03:56:04 GMT
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As mentioned before, the community wouldn't agree on the rules. You'll have people arguing for
weapon drops, others against. People will be ragging on the maps, etc.

Subject: Re: Suggestion: Official Community Server
Posted by GsXr1400 on Wed, 12 Sep 2007 07:16:13 GMT
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every 1 saying there to many servers, youre wrong if spoony was to get a community server goin.
id rather join his server than any other commmunity server because most of those community
servers half the teams are full with n00bs who rush start with flamers n shit when its totally
unessercary. but i can see decent ppl joinin spoonys server.

Subject: Re: Suggestion: Official Community Server
Posted by Goztow on Wed, 12 Sep 2007 07:22:52 GMT
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SoQReaL wrote on Wed, 12 September 2007 09:16every 1 saying there to many servers, youre
wrong if spoony was to get a community server goin. id rather join his server than any other
commmunity server because most of those community servers half the teams are full with n00bs
who rush start with flamers n shit when its totally unessercary. but i can see decent ppl joinin

spoonys server.
There's no reason to think that because Spoony is the admin, there will be less n00bs.

Subject: Re: Suggestion: Official Community Server
Posted by GsXr1400 on Wed, 12 Sep 2007 09:19:54 GMT
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ummmm most cw.cc players would play in his public server than any 1 elses. = less n00bs

Subject: Re: Suggestion: Official Community Server
Posted by 3663Nixon on Wed, 12 Sep 2007 11:16:24 GMT
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would be useful to host community network matches - would also draw in those communities that
may not be able to find somewhere to host a community match.

Subject: Re: Suggestion: Official Community Server
Posted by Spoony on Wed, 12 Sep 2007 11:29:06 GMT
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who cares if new players join it? If the site is officially aligned to this community rather than any
other (or any person), new players will find out about this forum's existence, for one thing.

As for those of you who say there'd be no point - there'd also be no harm, surely? I could set it up
in the space of a day or so if I had the blessing of the admins here... and if it ended up being
totally unused, we can just get rid of it, who'd care?

Subject: Re: Suggestion: Official Community Server
Posted by Ghostshaw on Wed, 12 Sep 2007 12:02:40 GMT
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It will take up time setting it up and managing it...

-Ghost-

Subject: Re: Suggestion: Official Community Server
Posted by scarabguy on Wed, 12 Sep 2007 12:14:20 GMT
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it may be worth a shot.... but if it fails miserably, i had nothing to do with it.

Subject: Re: Suggestion: Official Community Server
Posted by **trooprm02** on Wed, 12 Sep 2007 16:16:07 GMT
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nikki6ixx wrote on Tue, 11 September 2007 22:56As mentioned before, the community wouldn't agree on the rules. You'll have people arguing for weapon drops, others against. People will be ragging on the maps, etc.

So? its a game...people won't send bombs to their houses or anything, even if 1 rule or another they don't agree with, we all play on a server, with atleast 1 rule nobody agrees with (well a few are exceptional), but do we still play there? Yes. Disagreeing with the rules would be the least of the worries

---

Subject: Re: Suggestion: Official Community Server
Posted by **EvilWhiteDragon** on Wed, 12 Sep 2007 17:43:06 GMT
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trooprm02 wrote on Wed, 12 September 2007 18:16nikki6ixx wrote on Tue, 11 September 2007 22:56As mentioned before, the community wouldn't agree on the rules. You'll have people arguing for weapon drops, others against. People will be ragging on the maps, etc.

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Troop, go back to work and do your homework.
Rules are there for a reason, being to increase the joy of everyone. At least, that's what a reason should do, else it's pretty pointless.

Subject: Re: Suggestion: Official Community Server
Posted by **nikki6ixx** on Wed, 12 Sep 2007 18:31:00 GMT
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trooprm02 wrote on Wed, 12 September 2007 11:16nikki6ixx wrote on Tue, 11 September 2007 22:56As mentioned before, the community wouldn't agree on the rules. You'll have people arguing for weapon drops, others against. People will be ragging on the maps, etc.

So? its a game...people won't send bombs to their houses or anything, even if 1 rule or another they don't agree with, we all play on a server, with atleast 1 rule nobody agrees with (well a few are exceptional), but do we still play there? Yes. Disagreeing with the rules would be the least of the worries

Well yes. But this is a community, and like a workplace, you need a general consensus as to how it is run. Perhaps there will be enough people in the middle who will give and take, and experience has shown there usually is. However, you will get the more dedicated gamers getting into arguments with the more casual ones like me. Maps will likely be a contentious issue. Some

people will call for fan-maps, and others will only want the maps that originally came with the game. Every so often I hear people complaining about weapon drops; how will the community decide upon those?

You can always do polling, but there's always some dipstick who believes that the poll is bullshit, and will make his points heard every game, and in every thread.

I honestly think the current system is fine, and offers a good variety of gameplay.

Subject: Re: Suggestion: Official Community Server
Posted by Renx on Wed, 12 Sep 2007 18:59:02 GMT
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I can't see this working. This community is just made up of people from various other communities. Most of those people are likely going to still want to play on the same server they've been playing on for years. Either it wouldn't work, or it would just end up damaging the already existing community servers.

If someone wanted to try it out, I would support it of course. But that is just my opinion.

Subject: Re: Suggestion: Official Community Server
Posted by Genesis2001 on Wed, 12 Sep 2007 19:03:08 GMT
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I've had this idea for a while now, but lacked the money to implement my plan

Goztow wrote on Tue, 11 September 2007 08:35There are already too many servers, unfortunately.

I concur.

trooprm02 wrote on Tue, 11 September 2007 13:17A top a00 nick would ofcourse would be needed nowadays to get anything full, a 30-40 player server called like "Westwood Community Server" Or "C&C Renegade Server" or something simplistic like that seems apropriate, also, as Alex said, a TS serv would be intresting aswell

Also, concur with this one.

Romaner wrote on Tue, 11 September 2007 10:54well as of right now how many servers send their data to bhs rankings page?
i mean this could be a way to persuade people to join this server. i for one would prob drop by from time to time, since n00bstories is full most of the time i go to play

---

Great idea. This would get people to join the server more IMO.

scarabguy wrote on Tue, 11 September 2007 20:38how? they (spoony and crimson and ect.) dont control those servers. so how do they close them?

Offer the communities "peace" agreements to sorta "merge" with the main community.

Ghostshaw wrote on Wed, 12 September 2007 06:02It will take up time setting it up and managing it...

-Ghost-

All it would take is to set it up (max one hour), get an irc bot, install BIATCH, and run SSGM.

-MathK1LL

Subject: Re: Suggestion: Official Community Server
Posted by Crimson on Wed, 12 Sep 2007 22:14:15 GMT
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MathK1LL wrote on Wed, 12 September 2007 12:03
Ghostshaw wrote on Wed, 12 September 2007 06:02It will take up time setting it up and managing it...

-Ghost-

All it would take is to set it up (max one hour), get an irc bot, install BIATCH, and run SSGM.

and managing it...

If a few of the scarcely-populated servers wanted to shut down and help run this project, I might consider supporting the idea.

Subject: Re: Suggestion: Official Community Server
Posted by CarrierII on Wed, 12 Sep 2007 22:19:13 GMT
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Or you could take the decent staff from (unfourtunately) failed servers like Xphaze. (:-s)

I'd happily help to maintain it, I know what I'm doing both as a moderator and I've used local copies of the FDS before. Learning BIATCH and the differences betweeen 1.52 and 1.43 in Brenbot won't be too hard.

Edit @ nightma, I could donate a little, it's easier as you're UK based.

Subject: Re: Suggestion: Official Community Server
Posted by Nightma12 on Wed, 12 Sep 2007 22:26:02 GMT
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I could host this for free if this goes ahead?

Subject: Re: Suggestion: Official Community Server
Posted by IronWarrior on Wed, 12 Sep 2007 23:12:58 GMT
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Subject: Re: Suggestion: Official Community Server
Posted by Genesis2001 on Wed, 12 Sep 2007 23:57:07 GMT
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Nightma12 wrote on Wed, 12 September 2007 16:26I could host this for free if this goes ahead?

Average ping? O.o lol

(Don't mean to start a flame war, but...) I hear AOHost lags a lot :\

-MathK1LL

Subject: Re: Suggestion: Official Community Server
Posted by CarrierII on Thu, 13 Sep 2007 07:30:20 GMT
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It will if you're in the US, just as we UK'ers lag in your servers.

Subject: Re: Suggestion: Official Community Server
Posted by Ghostshaw on Thu, 13 Sep 2007 08:38:58 GMT
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AOhost has bigger SFPS issues in my experience....

-Ghost-

Subject: Re: Suggestion: Official Community Server
Posted by EvilWhiteDragon on Thu, 13 Sep 2007 09:27:32 GMT
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Nightma12 wrote on Thu, 13 September 2007 00:26I could host this for free if this goes ahead?
For the love of god, if we are going to try this, let us at least get us a box that can run it without sfps problems.

Also, weirdly enough, it appears that USA players have less lag problems when playing a euro server then when a Euro player plays on a USA server.
From what I heard this is because USA datacenters don't have high quality links to Europe, while the Euro datacenters do. It has something to do with peering contracts, and that the European hosting companies are willing to pay a bit more for this peering, resulting in better connections.

Subject: Re: Suggestion: Official Community Server
Posted by Herr on Thu, 13 Sep 2007 11:49:26 GMT
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Goztow wrote on Tue, 11 September 2007 10:35There are already too many servers, unfortunately.

Subject: Re: Suggestion: Official Community Server
Posted by Nightma12 on Thu, 13 Sep 2007 11:56:22 GMT
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Try to get your facts straight... We upgraded our hardware a couple of months ago and havnt had a single lag problem ever since.

www.aohost.co.uk/newbox.jpg << heres a screenshot of our new specs.

Subject: Re: Suggestion: Official Community Server
Posted by 3663Nixon on Thu, 13 Sep 2007 12:33:50 GMT
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EvilWhiteDragon wrote on Thu, 13 September 2007 10:27
From what I heard this is because USA datacenters don't have high quality links to Europe, while the Euro datacenters do. It has something to do with peering contracts, and that the European hosting companies are willing to pay a bit more for this peering, resulting in better connections.

If a UK server is hosted with a LINX member (highly probable - they handle 95/96% of the UK's traffic), this shouldn't be an issue as they have nice links over to telx in NY. As for the rest of Europe- I have no idea!

Subject: Re: Suggestion: Official Community Server
Posted by IronWarrior on Thu, 13 Sep 2007 15:24:56 GMT
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I'll don't think lag/ping or anything would be an issue.

Just the server itself, what maps/mods/rules/admins/renguard/biatch/everything will the main issues.

Again, this is pointless, why should anyone of us leave our active servers and play here?

The server would have to offer the player something for them to leave their server and friends for.

This is an good idea, but totaly at the wrong stage in Renegade cycle of life, something like this would had been good at the start of Renegade.

Subject: Re: Suggestion: Official Community Server
Posted by GsXr1400 on Thu, 13 Sep 2007 15:55:13 GMT
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server should be pure no shells, should have yellow crates, biatched for the chet?ER?s

---

Subject: Re: Suggestion: Official Community Server
Posted by Spoony on Thu, 13 Sep 2007 15:58:43 GMT
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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.

Subject: Re: Suggestion: Official Community Server

Posted by [CarrierII](#) on Thu, 13 Sep 2007 16:01:49 GMT
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There are some people who don't really have a home server. Me, for example.

Subject: Re: Suggestion: Official Community Server
Posted by [IronWarrior](#) on Thu, 13 Sep 2007 16:02:48 GMT
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Spoony wrote on Thu, 13 September 2007 16:58I 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.

Subject: Re: Suggestion: Official Community Server
Posted by [trooprm02](#) on Thu, 13 Sep 2007 16:18:27 GMT
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It shouldn't be like spoony serv...it would be more normal aow vs pure aow. Donate, crates, and everything else that makes publcis aow fun, should ofcourse be aloud. It would also be less of a transition for people to swicth servers..

Subject: Re: Suggestion: Official Community Server
Posted by [Spoony](#) on Thu, 13 Sep 2007 17:04:57 GMT
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I didn't say it would be "like" spoonysrv, I said I'd use the spoonysrv server for it and make whatever changes are appropriate. That was in response to the "too many servers" comment.

Subject: Re: Suggestion: Official Community Server
Posted by [EvilWhiteDragon](#) on Thu, 13 Sep 2007 17:22:40 GMT
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IronWarrior wrote on Thu, 13 September 2007 18:02Spoony wrote on Thu, 13 September 2007

16:58I was thinking of simply using Spoonysrv for it, renamed appropriately and with whatever rule/serverside changes ended up coming into effect.

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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)...

Subject: Re: Suggestion: Official Community Server
Posted by Nightma12 on Thu, 13 Sep 2007 17:31:27 GMT
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vehicle limit of 100?

Subject: Re: Suggestion: Official Community Server
Posted by EvilWhiteDragon on Thu, 13 Sep 2007 17:33:03 GMT
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Nightma12 wrote on Thu, 13 September 2007 19:31vehicle limit of 100?
That'd be sick.

I like it

Subject: Re: Suggestion: Official Community Server
Posted by Tunaman on Thu, 13 Sep 2007 17:34:58 GMT
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EvilWhiteDragon wrote on Thu, 13 September 2007 05:27
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For Renegade servers this doesn't really seem to be that true.. All of the euro servers I join besides a few(#GW and I didn't even know that Nightma's boxes were actually in Europe) I get 250+ ping, while most Euro players say that they get around 180-190 ping average..

Subject: Re: Suggestion: Official Community Server
Posted by EvilWhiteDragon on Thu, 13 Sep 2007 17:38:24 GMT
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Tunaman wrote on Thu, 13 September 2007 19:34EvilWhiteDragon wrote on Thu, 13 September 2007 05:27
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I'm not saying this should be the same for everyone, I mean, everyone has different ISP's etc.
Could you check your ping on the BlackIntel server once?
We optimized it to give a low as possible ping to anyone. My own ping is around 30-50.

I myself had a ping of 200+ on average when I once played the jelly servers. Never played there again because of the lag induced by the ping and the general playing style, but that might've been because of the sick number of players.

Subject: Re: Suggestion: Official Community Server
Posted by Genesis2001 on Thu, 13 Sep 2007 17:48:52 GMT
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EvilWhiteDragon wrote on Thu, 13 September 2007 11:33Nightma12 wrote on Thu, 13 September 2007 19:31vehicle limit of 100?
That'd be sick.

I like it

Massive lag tho...

Best turn off vehicle shells

~MathK1LL

Subject: Re: Suggestion: Official Community Server
Posted by EvilWhiteDragon on Thu, 13 Sep 2007 17:57:35 GMT
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MathK1LL wrote on Thu, 13 September 2007 19:48EvilWhiteDragon wrote on Thu, 13 September 2007 11:33Nightma12 wrote on Thu, 13 September 2007 19:31vehicle limit of 100?
That'd be sick.

I like it

Massive lag tho...

Best turn off vehicle shells

~MathK1LL
Depends, if the server is powerfull enough it shouldn't lag. It's more, will the server be powerfull enough?

Subject: Re: Suggestion: Official Community Server
Posted by IronWarrior on Thu, 13 Sep 2007 19:15:17 GMT

EvilWhiteDragon wrote on Thu, 13 September 2007 12:22IronWarrior wrote on Thu, 13 September 2007 18:02Spoony wrote on Thu, 13 September 2007 16:58I was thinking of simply using Spoonysrv for it, renamed appropriately and with whatever rule/serverside changes ended up coming into effect.

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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...

Subject: Re: Suggestion: Official Community Server
Posted by [NE]Fobby[GEN] on Fri, 14 Sep 2007 00:39:12 GMT
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IronWarrior wrote on Tue, 11 September 2007 10:59 More servers the better to be honest, it be a sad day if there was only few servers around.

There's already something like 84 servers altogether, most of which are empty most of the time.

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 14:15EvilWhiteDragon wrote on Thu, 13 September 2007 12:22IronWarrior wrote on Thu, 13 September 2007 18:02Spoony wrote on Thu, 13 September 2007 16:58I 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.

Subject: Re: Suggestion: Official Community Server
Posted by GsXr1400 on Fri, 14 Sep 2007 05:01:13 GMT
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Tunaman wrote on Thu, 13 September 2007 12:34EvilWhiteDragon wrote on Thu, 13 September 2007 05:27
Also, weirdly enough, it appears that USA players have less lag problems when playing a euro server then when a Euro player plays on a USA server.
From what I heard this is because USA datacenters don't have high quality links to Europe, while the Euro datacenters do. It has something to do with peering contracts, and that the European hosting companies are willing to pay a bit more for this peering, resulting in better connections.

For Renegade servers this doesn't really seem to be that true.. All of the euro servers I join besides a few(#GW and I didn't even know that Nightma's boxes were actually in Europe) I get 250+ ping, while most Euro players say that they get around 180-190 ping average..

In euro serv meh ping is normally between 60+ in usa its 160+ noramally hittin 180's

Subject: Re: Suggestion: Official Community Server
Posted by Xpert on Mon, 17 Sep 2007 19:26:57 GMT
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As good as the idea may sound, this would never work out. Many of us admins and owners of our own communities have our own perspective on how to run and do things in a community. Too many different views would be tossed around and many disagreements will be brought up. It's too hectic. It's already a hard enough job to manage our own seperate communities and servers in this game.