
Subject: KOSs2 vs NE: one hour early?

Posted by [Goztow](#) on Mon, 12 Oct 2009 06:33:19 GMT

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We'd like to play one hour early, that is 8 PM UK time (21h Dutch / German) instead of 9 PM. I understood many of NE are also European, so this may be an option? Can you let us know if you can agree on this asap?

Thanks!

Edit: also, if most of you are European, could we play on our Euro hosted server? It's what used to be the POT4 (clanwars.cc) server and it has the exact same settings as the other servers. But it's hosted in Amsterdam.

Subject: Re: KOSs2 vs NE: one hour early?

Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 12 Oct 2009 17:06:51 GMT

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Actually no one from NE is European at the moment. We are all Canadian and American.

I do admit that the 1 hour change could be problematic on our end, as that is rather early on a Sunday for those on the West Coast. But we can make arrangements - we've played at that time with our first game and things turned out okay.

Since none of our players are European a server in Amsterdam would get us pings between 200-400. We can play there if you want, but we would prefer something closer to us, as we don't play very well under lag.

Also how many players do you think you can bring? We couldn't bring the full 10 in the last two games since we are a clan and not a community; I think we can bring 8 though.

Subject: Re: KOSs2 vs NE: one hour early?

Posted by [Vasatron1](#) on Mon, 12 Oct 2009 17:50:55 GMT

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Im European Fobby

Subject: Re: KOSs2 vs NE: one hour early?

Posted by [Goztow](#) on Mon, 12 Oct 2009 17:51:31 GMT

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[NEFobby[GEN] wrote on Mon, 12 October 2009 19:06]Actually no one from NE is European at the moment. We are all Canadian and American.

I do admit that the 1 hour change could be problematic on our end, as that is rather early on a Sunday for those on the West Coast. But we can make arrangements - we've played at that time with our first game and things turned out okay.

Since none of our players are European a server in Amsterdam would get us pings between 200-400. We can play there if you want, but we would prefer something closer to us, as we don't play very well under lag.

Also how many players do you think you can bring? We couldn't bring the full 10 in the last two games since we are a clan and not a community; I think we can bring 8 though. We'll try to get 10 but we'll prolly get 8'ish, like the other game we played.

21h can be ok for us, a bit less convenient but it can be ok. On American servers we all get 200-400 ping ourselves so it's a matter of "who will take the lag", really .

Also, u talk about Sunday. Aren't we supposed to play on Saturdays? Allthough we would prolly have no problems playing on Sunday either.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Vasatron1](#) on Mon, 12 Oct 2009 21:01:51 GMT
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Sundays are better for us, as we usually have our training practices then. Would this be alright with you guys?

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [\[NE\]Fobby\[GEN\]](#) on Mon, 12 Oct 2009 21:31:15 GMT
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Yeah, I understand this tournament prefers Saturdays, but usually none of us are around at Saturday morning/early afternoon. Sundays are really the only part of the week we play on, since NE is now partially active.

And about the server, if we're going to do a European server, maybe it could be British? A bit closer to us in North America, it may make a difference lol

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [RTsa](#) on Mon, 12 Oct 2009 23:30:01 GMT
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Or, if we can't agree on the server, would it be too much of a hassle to play one on a Euro and one on a US based server?

I wouldn't mind a Sunday. Actually, I'd prefer Sunday over Saturday.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Goztow](#) on Tue, 13 Oct 2009 06:35:38 GMT
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OK, so Sunday the 18th at 9 PM then.

You won't notice the difference between the UK and the Dutch server most probably, as it all depends on the routing contracts. We have quite a few American players on our server and though their ping is higher, it's stable, as well as the SFPS so they enjoy it.

I propose you test it out before we make a common decision . I invite you to play some games around 8-9 PM UK time on our public KOSs2 server (same box) and decide if it's playable or not then.

Ow, and think about Vasatron!

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Hex](#) on Tue, 13 Oct 2009 06:36:46 GMT
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The RGCT 6 server is based in London.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Goztow](#) on Tue, 13 Oct 2009 06:38:42 GMT
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Hex wrote on Tue, 13 October 2009 08:36The RGCT 6 server is based in London.
Sounds like a possible compromise . Neutral territory ^^.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Vasatron1](#) on Tue, 13 Oct 2009 17:33:28 GMT
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Sounds good for me

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Carrierll](#) on Wed, 14 Oct 2009 08:01:22 GMT
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Goztow wrote on Tue, 13 October 2009 07:38Hex wrote on Tue, 13 October 2009 08:36The RGCT 6 server is based in London.
Sounds like a possible compromise . Neutral territory ^^.

That makes for 180-210 ping for the Canadians and Americans, and about 50-80 for the Europeans. (Figures based on what I get connecting to Amsterdam hosted servers and American hosted servers)

Closer to fair.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Wiener](#) on Wed, 14 Oct 2009 09:01:15 GMT
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british connections are mostly even worse than continental. So I assume a ping of 150 for europeans

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Mr.Mom](#) on Wed, 14 Oct 2009 20:09:33 GMT
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All games must be played on an RGCT dedicated server. There are US and EURO servers. If you all want to play on Sunday that is ok. As for lag I recommend you play one match on an US RGCT server and one match on an EURO RGCT server.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Goztow](#) on Thu, 15 Oct 2009 06:25:01 GMT
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Mr.Mom wrote on Wed, 14 October 2009 22:09All games must be played on an RGCT dedicated server. There are US and EURO servers. If you all want to play on Sunday that is ok. As for lag I recommend you play one match on an US RGCT server and one match on an EURO RGCT server.

I personally would prefer not to. We all use xwis so it won't be a problem but if some of NE use direct connect, we can probably count on loosing 15 minutes to swap a server.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [RTsa](#) on Thu, 15 Oct 2009 22:48:29 GMT
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Goztow wrote on Thu, 15 October 2009 09:25Mr.Mom wrote on Wed, 14 October 2009 22:09All games must be played on an RGCT dedicated server. There are US and EURO servers. If you all want to play on Sunday that is ok. As for lag I recommend you play one match on an US RGCT server and one match on an EURO RGCT server.

I personally would prefer not to. We all use xwis so it won't be a problem but if some of NE use direct connect, we can probably count on losing 15 minutes to swap a server. The swap is a hassle, BUT it's pretty much the only way to guarantee an even match.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Goztow](#) on Fri, 16 Oct 2009 06:31:30 GMT
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Just to be clear: I don't mind swapping, but as we start at 22h my time and I need to get up at 6h30 the day after I really would hate to see us lose time. Therefore I'm also asking NE to be there 10 minutes in advance with all players, so that we can try to start at 22h and not have people showing up at 22h10 / 22h30.

9 people from our roster signed up so far, BTW.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [\[NE\]Fobby\[GEN\]](#) on Fri, 16 Oct 2009 15:55:57 GMT
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Goztow wrote on Fri, 16 October 2009 02:31 Just to be clear: I don't mind swapping, but as we start at 22h my time and I need to get up at 6h30 the day after I really would hate to see us lose time. Therefore I'm also asking NE to be there 10 minutes in advance with all players, so that we can try to start at 22h and not have people showing up at 22h10 / 22h30.

9 people from our roster signed up so far, BTW.

For the 10 minutes early thing, we will try our best. So you want us to come at 2:50pm EST?

As for players, some of the people who signed up for this tournament two months ago are no longer around or available for this game. I think the most we can get is 8.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Oct 2009 17:24:15 GMT
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So we're doing RGCT 6 right? What is the IP to that?

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Goztow](#) on Sun, 18 Oct 2009 17:30:42 GMT
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Got no clue, mate. Check with Hex via PM? What's the pass? Also, I noticed RGCT 6 is currently

not running. Will it be up?

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Vasatron1](#) on Sun, 18 Oct 2009 17:59:39 GMT
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Were we not meant to be playing at 4pm EST? I think thats when most of the NE guys are turning up

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [\[NE\]Fobby\[GEN\]](#) on Sun, 18 Oct 2009 18:08:47 GMT
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Read earlier in the thread Vas, you said "Sounds good to me"

I think most of us are showing up for 3:00pm EST. There should be no worries.

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Vasatron1](#) on Sun, 18 Oct 2009 21:15:27 GMT
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Good games guys

Subject: Re: KOSs2 vs NE: one hour early?
Posted by [Goztow](#) on Sun, 18 Oct 2009 21:16:44 GMT
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Yes, good games, very enjoyable . I suppose you'll post the results.
