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Subject: Advanced Listings Favs  
Posted by [a000clown](#) on Mon, 23 Jun 2008 04:52:45 GMT  
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Most people I talk to only seem to play in a few different servers so I'd like for us to be able to create our own favorite servers list, and those servers would appear at the top of the server listings.

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Subject: Re: Advanced Listings Favs  
Posted by [jonwil](#) on Mon, 23 Jun 2008 04:59:55 GMT  
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That is currently being worked on by the team.

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Subject: Re: Advanced Listings Favs  
Posted by [BlueThen](#) on Mon, 23 Jun 2008 05:43:10 GMT  
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Yeah, the a000 thing is annoying.

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Subject: Re: Advanced Listings Favs  
Posted by [\\_SSnipe\\_](#) on Mon, 23 Jun 2008 06:58:31 GMT  
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BlueThen wrote on Sun, 22 June 2008 22:43 Yeah, the a000 thing is annoying.

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Subject: Re: Advanced Listings Favs  
Posted by [Speedy059](#) on Mon, 23 Jun 2008 08:31:59 GMT  
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That a0000 crap needs to end. I hope that maybe they can shuffle up the browser list once someone loads up Renegade. Isn't fair to those who cannot get a a000 name because of the name sitters.

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Subject: Re: Advanced Listings Favs  
Posted by [Caveman](#) on Mon, 23 Jun 2008 08:38:24 GMT  
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Lets not get into the a0000 debate, you'll get me going otherwise lol

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Subject: Re: Advanced Listings Favs  
Posted by [Gen\\_Blacky](#) on Mon, 23 Jun 2008 09:04:35 GMT  
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SSnipe wrote on Mon, 23 June 2008 08:58BlueThen wrote on Sun, 22 June 2008 22:43Yeah, the a000 thing is annoying.

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Subject: Re: Advanced Listings Favs  
Posted by [Chuck Norris](#) on Mon, 23 Jun 2008 10:10:01 GMT  
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Randomize it by default.

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Subject: Re: Advanced Listings Favs  
Posted by [EvilWhiteDragon](#) on Mon, 23 Jun 2008 10:23:43 GMT  
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No.

We're not changing it anymore than scripts 3.4.4 did.

We don't like the idea of having max 2 players per server. There are simply too many servers. The ones at the top are generally pretty decent, so it isn't that bad that they are on the top.

The only thing we're changing is that now you'll have your favorites above a0000 nicks. Also full servers will be sorted farther down, and under the empty/not full servers, which will be located below the favorites.

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Subject: Re: Advanced Listings Favs  
Posted by [cAmpa](#) on Mon, 23 Jun 2008 11:27:46 GMT  
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How about ping?

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Subject: Re: Advanced Listings Favs  
Posted by [StealthEye](#) on Mon, 23 Jun 2008 11:39:07 GMT  
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The sorting rules are as follows, read from top to bottom:

Sort favourite servers on top  
Sort grayed out servers on bottom  
Sort passworded servers on bottom  
Sort clan servers on bottom  
Sort full servers on bottom  
Sort descending by player count  
Sort ascending by ping

This results in something like:

Favorite servers  
<Other servers>  
Full servers  
Clan servers  
Passworded servers  
Grayed out servers

Where each group is sorted by ingame player count and then by ping.

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Subject: Re: Advanced Listings Favs  
Posted by [TD](#) on Mon, 23 Jun 2008 14:18:25 GMT  
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What if I want the clanwar servers on top by default?

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Subject: Re: Advanced Listings Favs  
Posted by [jonwil](#) on Mon, 23 Jun 2008 14:30:21 GMT  
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You can mark the clanwar servers as your favorites.

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Subject: Re: Advanced Listings Favs  
Posted by [TD](#) on Mon, 23 Jun 2008 14:47:02 GMT  
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Fair enough

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Subject: Re: Advanced Listings Favs  
Posted by [StealthEye](#) on Mon, 23 Jun 2008 14:50:14 GMT  
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Or sort by the clan war flag. But afaik it's not used anymore anyway.

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Subject: Re: Advanced Listings Favs  
Posted by [TD](#) on Mon, 23 Jun 2008 15:05:34 GMT  
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Exactly, it's all manual now

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Subject: Re: Advanced Listings Favs  
Posted by [renalpha](#) on Mon, 23 Jun 2008 15:46:24 GMT  
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second that, the a00 got to end

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Subject: Re: Advanced Listings Favs  
Posted by [Speedy059](#) on Mon, 23 Jun 2008 23:11:20 GMT  
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Chuck Norris wrote on Mon, 23 June 2008 06:10Randomize it by default.

I know it wont be changed since the main people in this group of programmers have the a0000 names and they do not want to loose their spot. So I can put money down that this will never change. The people who are working on this project don't want to work on something that will drop their player count....

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Subject: Re: Advanced Listings Favs  
Posted by [EvilWhiteDragon](#) on Mon, 23 Jun 2008 23:50:18 GMT  
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Speedy059 wrote on Tue, 24 June 2008 01:11Chuck Norris wrote on Mon, 23 June 2008 06:10Randomize it by default.

I know it wont be changed since the main people in this group of programmers have the a0000 names and they do not want to loose their spot. So I can put money down that this will never change. The people who are working on this project don't want to work on something that will drop their player count....

Just think up a different way that is fair, without making it random (as that would make every server get 2 or less players..)

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Subject: Re: Advanced Listings Favs  
Posted by [Speedy059](#) on Tue, 24 Jun 2008 00:34:05 GMT  
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EvilWhiteDragon wrote on Mon, 23 June 2008 19:50  
Just think up a different way that is fair, without making it random (as that would make every server get 2 or less players..)

You and I both know that anything that would split up those top a000 servers would NOT be fair in TT developers eye's. You made me chuckle when you said that.

BTW, I'm not saying this because I want to throw a few servers up...I just find it a little bit funny that all these improvements is being made except the server browser a000 issue. Everyone, except the owners of the a000 nicks, wants to see something different. I hope it's fair to say 'everyone', if people disagree then I'll take that comment back.

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Subject: Re: Advanced Listings Favs  
Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 01:10:02 GMT  
[View Forum Message](#) <> [Reply to Message](#)

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Speedy059 wrote on Tue, 24 June 2008 02:34EvilWhiteDragon wrote on Mon, 23 June 2008 19:50  
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BTW, I'm not saying this because I want to throw a few servers up...I just find it a little bit funny that all these improvements is being made except the server browser a000 issue. Everyone, except the owners of the a000 nicks, wants to see something different. I hope it's fair to say 'everyone', if people disagree then I'll take that comment back.  
Seriously, if you come up with a good idea, it will get implemented.  
But as you might know or not know, in the Serverowners subforum we've had this discussion over and over again.

CONCLUSION: It's indeed not fair.  
IS THERE A FAIR SOLUTION? No, or at least none we know of.

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Subject: Re: Advanced Listings Favs  
Posted by [Speedy059](#) on Tue, 24 Jun 2008 02:54:54 GMT  
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And just to clarify....it's not fair to shuffle up the servers? To me that makes no sense at all. If people enjoy those servers they will continue to play on them regardless if they are 1st up or dead last. I know that I'll continue to play on n00bstories/unrules server regardless of their rank in the

server browser. I think it is completely fair to shuffle them up, why wouldn't it? It's a false belief to think that all the popular servers will drop down to 2 players because they aren't shown first in the server listings. People remember the servers they like to play on, and thus will find them (That's how it is for me).

I appreciate your concern and willingness to speak out about this EvilWhiteDragon!

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Subject: Re: Advanced Listings Favs  
Posted by [a000clown](#) on Tue, 24 Jun 2008 05:02:47 GMT  
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I honestly don't care how the servers are listed, it's my opinion that if people like the server they'll look for it.

On the other hand though, if I'm wrong and many people really do just join the first servers they see then that will split the server population and we'll end up with less players per server; I think everyone can agree that's not good if we want Renegade to last.

The only thing I actually like about having the list alphabetical is that we can group our servers so they appear above/below each other.

Having favorites at the top just makes things a little quicker for everyone to join specific servers without the need to direct connect.

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Subject: Re: Advanced Listings Favs  
Posted by [Speedy059](#) on Tue, 24 Jun 2008 05:42:35 GMT  
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Oh well...I would rather see them work on other things than this as I know the 2 servers I play on and this change/addition wouldn't benefit me as I don't run servers for Renegade.

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Subject: Re: Advanced Listings Favs  
Posted by [Blazer](#) on Tue, 24 Jun 2008 07:03:05 GMT  
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Have you considered what would happen if the list were "randomized" everytime? Do you think people would just browse through the random list, or would they sort it?

I believe most people would immediately sort the list, thus randomizing is pointless.

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Subject: Re: Advanced Listings Favs  
Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 07:19:56 GMT  
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Blazer wrote on Tue, 24 June 2008 09:03 Have you considered what would happen if the list were "randomized" everytime? Do you think people would just browse through the random list, or would they sort it?

I believe most people would immediately sort the list, thus randomizing is pointless. And if they wouldn't sort it, they would just pick one of the above. It's proven that they do, because otherwise we wouldn't even have a000000 nicks.

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Subject: Re: Advanced Listings Favs  
Posted by [Goztow](#) on Tue, 24 Jun 2008 07:24:03 GMT  
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This is useless: we're not going to redo this discussion once again.

If you can come up with something new, other than randomizing, using ping, using number of players, ... then we can talk again.

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Subject: Re: Advanced Listings Favs  
Posted by [Blazer](#) on Tue, 24 Jun 2008 07:28:13 GMT  
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You're saying that if it was randomized, they would NOT sort it, and just pick the server at the top, regardless if it had any players or shitty ping? LOL.

In my experience gamers aren't complete idiots, and usually have a clue enough to at least sort the server list by number of players or lowest ping.

If anything the playerlist should default sort by number of players, but that doesn't matter as it seems that every single member of the renegade community has a violently defended opinion on this matter, so I'm done talking about, and sorry I even chimed in

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Subject: Re: Advanced Listings Favs  
Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 09:28:23 GMT  
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Blazer wrote on Tue, 24 June 2008 09:28 You're saying that if it was randomized, they would NOT sort it, and just pick the server at the top, regardless if it had any players or shitty ping? LOL.

In my experience gamers aren't complete idiots, and usually have a clue enough to at least sort the server list by number of players or lowest ping.

If anything the playerlist should default sort by number of players, but that doesn't matter as it seems that every single member of the renegade community has a violently defended opinion on this matter, so I'm done talking about, and sorry I even chimed in

---

It does sort on playercount >.> Atleast 3.4.4 does.

And blazer, the obvious fact is that a0000 nicks do work, so yeah, gamers are "complete idiots" who just click on the top servers. If they weren't, we wouldn't even have this discussion about the a000 nicks.

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Subject: Re: Advanced Listings Favs  
Posted by [IronWarrior](#) on Tue, 24 Jun 2008 13:03:55 GMT  
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Funny how everyone is against removing or stopping the a00 nick whores, wouldn't be the fact that most of them are collected to a00 servers and are just protecting themselves.

The server browser needs to be fixed, it should be at changed so a00 nicks are not always at the top.

It should be sorted by player count and ping.

Other filters could be included like map, server name (not nick) game mode, aow, dm, coop, ctf, etc?

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Subject: Re: Advanced Listings Favs  
Posted by [EvilWhiteDragon](#) on Tue, 24 Jun 2008 13:30:23 GMT  
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IronWarrior wrote on Tue, 24 June 2008 15:03 Funny how everyone is against removing or stopping the a00 nick whores, wouldn't be the fact that most of them are collected to a00 servers and are just protecting themselves.

The server browser needs to be fixed, it should be at changed so a00 nicks are not always at the top.

It should be sorted by player count and ping.

Other filters could be included like map, server name (not nick) game mode, aow, dm, coop, ctf, etc?

Get scripts 3.4.4 and it is already sorted on playercount, ffs.

Gamemode filter is probably not possible, since XWIS doesn't support that.  
Sorting on servername is useless, as you'll get servernames like !!!!Someting!!!! just to get on top of that list again.

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Subject: Re: Advanced Listings Favs  
Posted by [Speedy059](#) on Tue, 24 Jun 2008 21:03:30 GMT  
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I can go with that. I think it's fair that it sorts the servers by Playercount. Servers with the highest player counts should be at the top, not sorted by a000 nicks.

---

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Subject: Re: Advanced Listings Favs  
Posted by [Genesis2001](#) on Tue, 24 Jun 2008 22:44:12 GMT  
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StealthEye wrote on Mon, 23 June 2008 04:39The sorting rules are as follows, read from top to bottom:

- Sort favourite servers on top
- Sort grayed out servers on bottom
- Sort passworded servers on bottom
- Sort clan servers on bottom
- Sort full servers on bottom
- Sort descending by player count
- Sort ascending by ping

This results in something like:

- Favorite servers
- <Other servers>
- Full servers
- Clan servers
- Passworded servers
- Grayed out servers

Where each group is sorted by ingame player count and then by ping.

I like that idea of sorting.

~Zack

---

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Subject: Re: Advanced Listings Favs  
Posted by [Chuck Norris](#) on Tue, 24 Jun 2008 22:44:40 GMT  
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---

Randomizing it by default wouldn't leave servers with just 2 players. That seems to contradict what everyone said before, that the "a00 names don't matter because players go there because they like the server better and not because of the name" or something like that (that came from those defending the a00 name sorting). The truth is, both are right. Players will return where they have good experience, but in order to experience a server first, they have to get there. A lot of

casual people usually jump in whats on top and/or what has alot of players. In other words, randomizing it wouldn't effect regulars, but the one or few time players (the casual players, or as some call them, the n00bs) would play around at more servers instead of always the select few that are really active. That's what I was getting at.

You do have a point though. Randomizing it isn't the way to go just because Renegade has a playerbase problem. Sorting by playercount is the best, but Renegade has a playerbase problem which leads to only a few servers even having good activity. Guess I was unconsciously relating the solution on behalf of another problem, but that won't work.

I guess going with how it is in 3.4.4 and adding on the ideas you guys have indeed sounds like the best of the choices.

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Subject: Re: Advanced Listings Favs  
Posted by [Goztow](#) on Wed, 25 Jun 2008 07:49:06 GMT  
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Remains the question: based on what player count? A server with 22 out of 24 player slots will be lower than one with 24 out of 48 player slots, while it's more filled up.

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Subject: Re: Advanced Listings Favs  
Posted by [StealthEye](#) on Wed, 25 Jun 2008 11:51:42 GMT  
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On current player count, not limit. Basically if someone looks for a server, what would they look for?

- I want to play at a server that is best filled up -> sounds like a weird critirium.
- I want to play at a server that has 24 players max, even if there is only one in currently. -> possible, but less likely than:
- I want to play at a server that has around 24 players currently. -> Most likely, imo.

That's why we chose for current player count sorting. Note that most active servers with more than one or two players usually fit in one page anyway, so it does not really matter which one is on top of the other, it's just that they are in a understandable/easy to use order for the player who wants to join.

Sorting by player limit after ingame player count might be a good idea though.

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Subject: Re: Advanced Listings Favs  
Posted by [Genesis2001](#) on Wed, 25 Jun 2008 15:35:12 GMT  
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---

StealthEye wrote on Wed, 25 June 2008 04:51- I want to play at a server that is best filled up ->

sounds like a weird critirium.

- I want to play at a server that has 24 players max, even if there is only one in currently. -> possible, but less likely than:
- I want to play at a server that has around 24 players currently. -> Most likely, imo.

I agree. I'd rather play on a server with about 20-30 players. Small servers are just boring...A lot happens and it's too quick >\_<

~Zack

---

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Subject: Re: Advanced Listings Favs

Posted by [danpaul88](#) on Wed, 25 Jun 2008 15:37:00 GMT

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EvilWhiteDragon wrote on Tue, 24 June 2008 14:30

Get scripts 3.4.4 and it is already sorted on playercount, ffs.

I have 3.4.4 and it's still sorted alphabetically... is there an option I missed to sort by player count?

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Subject: Re: Advanced Listings Favs

Posted by [Goztow](#) on Wed, 25 Jun 2008 16:37:53 GMT

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Zack wrote on Wed, 25 June 2008 17:35StealthEye wrote on Wed, 25 June 2008 04:51- I want to play at a server that is best filled up -> sounds like a weird critirium.

- I want to play at a server that has 24 players max, even if there is only one in currently. -> possible, but less likely than:
- I want to play at a server that has around 24 players currently. -> Most likely, imo.

I agree. I'd rather play on a server with about 20-30 players. Small servers are just boring...A lot happens and it's too quick >\_<

~Zack

Read: I actually need to have a valuable input or my team looses. \*hides\*

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Subject: Re: Advanced Listings Favs

Posted by [danpaul88](#) on Wed, 25 Jun 2008 16:40:28 GMT

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I agree with Zack, games smaller than 6vs6 or so are just dull in my opinion. Depends on your playing style I suppose.

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Subject: Re: Advanced Listings Favs  
Posted by [Genesis2001](#) on Wed, 25 Jun 2008 17:03:53 GMT  
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Games that small even... 10v10 is a nice size tbh. Need at least 5-8 people on a team..

~Zack

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Subject: Re: Advanced Listings Favs  
Posted by [Starbuzz](#) on Wed, 25 Jun 2008 21:19:02 GMT  
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Less people = more challenge  
More people = less challenge

More people + CW tactics = GG

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Subject: Re: Advanced Listings Favs  
Posted by [StealthEye](#) on Thu, 26 Jun 2008 09:23:53 GMT  
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That really was an example. I could have chosen 10, 2 or 999 as well. This topic is about the server listings, not about what amount of players you prefer.

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