

---

Subject: Re: Advanced Listings Favs

Posted by [Chuck Norris](#) on Tue, 24 Jun 2008 22:44:40 GMT

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

---

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 where there's a lot of players and/or what has a lot 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.

---