Subject: Yano7.com Texas Server (a.k.a. Yano's Texas server)
Posted by Aspenth on Mon, 17 Mar 2003 05:08:08 GMT

BlazerYanoNone taken, but I know few people that can't for what ever reason, I most likely won't charge at all, but if I make a few upgrade, I could.

I wish you luck. I have found that gaming communities are "all take and no give". They want services and features but arent willing to pay for them. I ran a 24-player server using 100% of my bandwidth which cost over $180/mo. Many people liked it and hailed it as one of the best and lag free servers. When I lost my job I put a paypal link on my webpage and offered the players the chance to donate some money to keep it up...and guess what nobody donated even $1.

Kudos to you for offering your server to the community...don't count on any donations though.

It's sad that gaming communities are like this too. Think of what a kickass server we could have if everyone donated say $10/mo

Or even just a measly $1 a month instead of $10. Assuming that our current 449 members is a good representation of the Renegade players that are currently active, minus the few cheapskates who won't even pay $1, we could still create an awesome server with say around $300 month(that's assuming we could find 300 people willing to pay $1 a month). If one isn't willing to pay $1 a month, then he/she just isn't an extreme Renegader!

EDIT: You know, I start thinking more about this, and in my opinion, it would be a really good idea. Kind of like a "by the community, for the community" dealy, only with benefits for the supporters (like exclusive map downloads). That way we'd have an awesome public server to host a huge game for the debut of Renegade Alert. Or better yet, maybe supporters would have the privilege of downloading the final version of Renegade Alert a day or two before the public release. :rockedover: