Subject: stupid a0000000 names
Posted by ben5015se on Sat, 19 Nov 2005 05:14:42 GMT
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these names shouldnt be allowed.

all it is showing is that your server is obvoisly bad. it also show's that your desprit for people to0 join..

it just makes me so angry theres like 30 servers like that..
every time i open game listings a00000000!! god damnit

it pisses me off so bad!!
i cant beilive unrules is doing it (LOL) - pitifull
yes alkline im saying this to you (6 people on the custome map server how pitiful even with an a000 name)

wow even n00bstories, wow..

god the server's that used to get alot of traffic must be really desprate for people

---

Subject: Re: stupid a0000000 names
Posted by ghost on Sat, 19 Nov 2005 05:29:25 GMT
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lol thats true...
I look for map and number of players. If they make the there name with a0000000 its really showing they are desperate and no1 likes a desperate server

---

Subject: Re: stupid a0000000 names
Posted by xptek on Sat, 19 Nov 2005 05:34:29 GMT
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Keep in mind: These people are paying $100+ a month to provide FREE servers to you, so kindly shut the fuck up and don't play there.

Subject: Re: stupid a0000000 names
Posted by ben5015se on Sat, 19 Nov 2005 06:07:42 GMT
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xptek wrote on Sat, 19 November 2005 00:34Keep in mind: These people are paying $100+ a month to provide FREE servers to you, so kindly shut the fuck up and don't play there.

No. 2 things wrong with you xptek
1. no manner's
2. wast's money on 100$ servers?

both witch no one but your self can help

Subject: Re: stupid a0000000 names
Posted by NukeIt15 on Sat, 19 Nov 2005 06:15:52 GMT
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That's a tactic that I'm quite franky surprised hasn't caught on in other games. Naming your server so that it shows up first in the alphabetical listings...

I agree, it is annoying, but there's nothing to be done about it right now, and it really isn't anything more than a mild nuisance. Seriously...there aren't all that many servers out there, and if you're looking for one specific server it shouldn't take too long to find it.

Subject: Re: stupid a0000000 names
Posted by DarkDemin on Sat, 19 Nov 2005 06:51:25 GMT
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you haven't played Call of Duty before have you. []/\?';: are all aloud characters.

Subject: Re: stupid a0000000 names
Posted by xpontius on Sat, 19 Nov 2005 06:54:47 GMT
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Player Numbers>Server host name
Server Title(ie marathon or aow)>Server host name
Latency>Server host name....
Just my opinion.
I would rank server host name last....why care at all.

Subject: Re: stupid a0000000 names
Posted by Jellybe4n on Sat, 19 Nov 2005 07:26:16 GMT
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ben5015se wrote on Sat, 19 November 2005 00:14these names shouldnt be allowed.

all it is showing is that your server is obvoisly bad. it also show's that your desprit for people to0

---

join..

it just makes me so angry theres like 30 servers like that..
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god the server's that used to get alot of traffic must be really desprate for people

At Jelly we rent a dual xeon 2.8, it isnt cheap to run. If we can find a way to help fill the server we will. We usually run the server as a 48 player and the majority of the time its busy. If Saying our server must suck because we use an a00 pisses you off then you really need to look at that, it isnt an offensive name in anyway, its just a fact that servers get more business when they are at the top of the list.
Look at n00bstories server, when they stuck to the original login their server was never that busy, period. They swapped to an a00 nick and that soon sorted itslef out. If players only seem to join the servers at the top of the list, can you blame server owners who pay $150+ every month for you to play for wanting a busy server ?

It's the same in business of any kind, if you put yourself at the top of the list so people can see you and you offer a good product like we do you will get more custom. It's just down to good advertising, in this instance its just putting yourslef in the public eye.
Just what would you have server owners do. Just stick to a login that sees their server empty, just to please people like you with petty hatreds of a nickname, or use a nickname which means they can justify paying out $150 + like we do ?

Subject: Re: stupid a0000000 names
Posted by ben5015se on Sat, 19 Nov 2005 07:50:37 GMT
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dancer wrote on Sat, 19 November 2005 02:26ben5015se wrote on Sat, 19 November 2005 00:14these names shouldnt be allowed.

all it is showing is that your server is obvoisly bad. it also show's that your desprit for people to0 join..

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i never said the serevers sucked i said getting those name first everytime is anoying.

Subject: Re: stupid a0000000 names
Posted by Lijitsu on Sat, 19 Nov 2005 09:01:34 GMT
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You think there's only 6 people in that server? you're sadly mistaken. I went in there when it said two people, and there was eight. It's a Westwood Online/GSA server, which means that the server can be seen in WOL and GSA, but WOL only tells you how many people using it are in the server.

Subject: Re: stupid a0000000 names
Posted by RTsa on Sat, 19 Nov 2005 09:15:42 GMT
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Uh..what's the big deal about some stupid server names...

I myself play on one specific server every time (unless it's empty, though it rarely is) and if so, I

check the pings and choose my server from there.

Though, what I'd like to see is something where you could sort the servers by the amount of players the DO have in there. NOT the amount of players there CAN be. I mean..what's the point in that really? You aren't going to join an empty server, which can hold 164 players just because it says so.

Subject: Re: stupid a0000000 names
Posted by Blazer on Sat, 19 Nov 2005 09:42:21 GMT
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Supply and demand. They are simply catering to the fact that most gamers are "lazy". Most gamers "cant be arsed" to expend the effort to SCROLL or actually spend 3 seconds processing visual input to find their favorite server, so they are more likely to join a server that is on the first page, especially near the top. They just want to play, NOW. That means *click* see list of servers and *click* on the first one that smacks them in the face.

Subject: Re: stupid a0000000 names
Posted by Crimson on Sat, 19 Nov 2005 09:47:34 GMT
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Until/unless a client patch can be released to all players to change the default sort, the "a000" phenomenon will continue. I have spent a lot of time brainstorming a solution and there isn't anything "fair" at all to be had.

Subject: Re: stupid a0000000 names
Posted by light on Sat, 19 Nov 2005 10:12:14 GMT
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Is is annoying? A little bit.

Is it annoying enough to post on a forum site complaining about it? I would have to say no.

I know which servers I like, so the a000's haven't affected my decision on where to play.

Subject: Re: stupid a0000000 names
Posted by xptek on Sat, 19 Nov 2005 15:36:19 GMT
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ben5015se wrote on Sat, 19 November 2005 01:07xptek wrote on Sat, 19 November 2005 00:34Keep in mind: These people are paying $100+ a month to provide FREE servers to you, so kindly shut the fuck up and don't play there.

No. 2 things wrong with you xptek
1. no manner's
2. wast's money on 100$ servers?

both witch no one but your self can help

I could also not.

Subject: Re: stupid a0000000 names
Posted by Homey on Sat, 19 Nov 2005 17:33:21 GMT
View Forum Message <> Reply to Message

ben5015se wrote on Sat, 19 November 2005 02:50dancer wrote on Sat, 19 November 2005
02:26ben5015se wrote on Sat, 19 November 2005 00:14these names shouldnt be allowed.

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ben5015se wrote on Sat, 19 November 2005 00:14
all it is showing is that your server is obvoisly bad. it also show's that your desprit for people to0 join..

Never said that eh?

Subject: Re: stupid a0000000 names
Posted by Spoony_old on Sat, 19 Nov 2005 18:40:38 GMT
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Why a000000 names could possibly cause offence is beyond me.

It doesn't matter why a player first joins a server, if they like it they'll play there often, if they don't they'll find a different server. If a server with an a00000 name has retarded rules, idiotic moderators etc... people won't go back there just because it has an a0000 name. Flawed argument

---

Subject: Re: stupid a0000000 names
Posted by icedog90 on Sat, 19 Nov 2005 20:31:13 GMT
View Forum Message <> Reply to Message

a000000 names don't do their justice for me. I always arrange by ladder.

Subject: Re: stupid a0000000 names
Posted by Blazer on Sun, 20 Nov 2005 00:00:35 GMT
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Personally I always sort the playerlist by number of players...always and automatically, just like I always, without thinking, load my pistol whenever I spawn or purchase a new character

---

Subject: Re: stupid a0000000 names
Posted by icedog90 on Sun, 20 Nov 2005 02:04:41 GMT
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Has BHS ever considered fixing the pistol reload thing?

Subject: Re: stupid a0000000 names
Posted by hunteroo2 on Sun, 20 Nov 2005 02:12:41 GMT
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is it really that hard to scroll down to the server you're looking for?

Subject: Re: stupid a0000000 names
Posted by ben5015se on Sun, 20 Nov 2005 02:57:17 GMT
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hunteroo2 wrote on Sat, 19 November 2005 21:12is it really that hard to scroll down to the server you're looking for?

yep

Subject: Re: stupid a0000000 names
Posted by flyingfox on Sun, 20 Nov 2005 03:57:24 GMT
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Crimson wrote on Sat, 19 November 2005 04:47Until/unless a client patch can be released to all players to change the default sort, the "a000" phenomenon will continue. I have spent a lot of time brainstorming a solution and there isn't anything "fair" at all to be had.

There isn't anything fair to be had with the a000 phenomenon either. You all complain about spending so much money on your server that you must get "top of the list" to make it worthwhile for you. What about those who spend just as much money as you, but have the audacity and 'sportsmanship' to keep to a normal name, whilst your servers reap all the players? I suppose it's up to them to get an a000 name, where you in turn get a better a000 name to boost yourself in front of them again. How can you possibly call getting an a000 name fair and considerate to other servers is beyond me, and I think the thread starter has every reason to complain. YES, it's annoying. YES, it's annoying enough to post a topic about it. YES, you should all quit doing it and get some big cojones. What's probably more annoying than seeing the a000 names is how all the a000 owners think we should stop complaining about it. wtf? We're the fucking players they're after...

Subject: Re: stupid a0000000 names
Posted by hunteroo2 on Sun, 20 Nov 2005 05:06:06 GMT
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ben5015se wrote on Sat, 19 November 2005 18:57hunteroo2 wrote on Sat, 19 November 2005 21:12is it really that hard to scroll down to the server you're looking for?

yep

you symbolize the reason why humans are totally fucked

Subject: Re: stupid a0000000 names
Posted by Kanezor on Sun, 20 Nov 2005 05:48:44 GMT
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hunteroo2 wrote on Sat, 19 November 2005 23:06ben5015se wrote on Sat, 19 November 2005 18:57hunteroo2 wrote on Sat, 19 November 2005 21:12is it really that hard to scroll down to the server you're looking for?

yep

you symbolize the reason why humans are totally fucked

nope

Subject: Re: stupid a0000000 names
Posted by Crimson on Sun, 20 Nov 2005 11:18:17 GMT
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icedog90 wrote on Sat, 19 November 2005 19:04Has BHS ever considered fixing the pistol reload thing?

We can't fix this bug... either because only Core Patch users would have it or because it would cause a version mismatch on unpatched clients. I can't remember which.

Subject: Re: stupid a0000000 names
Posted by Nightma12 on Sun, 20 Nov 2005 13:42:15 GMT
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Quote:either because only Core Patch users would have it

y is that a reason?

Subject: Re: stupid a0000000 names
Posted by Dave Mason on Sun, 20 Nov 2005 14:02:23 GMT
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Nightma12 wrote on Sun, 20 November 2005 13:42Quote:either because only Core Patch users
would have it

y is that a reason?

Is it too much effort for you to type "why"?

Subject: Re: stupid a0000000 names
Posted by Alkaline on Sun, 20 Nov 2005 17:02:06 GMT
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This is true up till a certain point, and then it doesn't matter. Generic servers need A0000 names,
heavily customized servers don't.

E.G.

Black-cell servers don't need A000 names, their server is unique. ZUnnies Co-op doens't need
these either.UN New Maps doens't as well (I just simply choose an A0 name to have both GSA
(yes GSA needs an a000 name...)+New Maps close together in the listing)

Its when you have servers which are clones of each other they need to compete for players. Most
server owners have no choice but to do this to get players, even though people who are lazy to
scroll down are n00bs.

As for its lame, well get used to it, or make it so that the server listing isn't sorting by player but by
PING in game players. Btw ingame player thing will kill wolspy players, because on the listing the
xwis server doens't report any renip/ase/gamespy/directConnect players in game, which is why
you see 6/40 on new maps in the listing, but when you join the channel their are like 34/40 or so
players. Wol players are stupid and dont' bother downloading anything new, hence 70% of traffic
on new maps is from places outside wol.

Subject: Re: stupid a0000000 names
Posted by YSLMuffins on Sun, 20 Nov 2005 17:32:59 GMT
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I don't see why it's such a big deal. I sort by player size anyway.

Subject: Re: stupid a0000000 names
Posted by Alkaline on Sun, 20 Nov 2005 21:44:49 GMT
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---

a000 names are the ones that have most players, so does it really matter selecting the listing?

Subject: Re: stupid a0000000 names
Posted by mision08 on Mon, 21 Nov 2005 00:15:51 GMT
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Sort by the game name not the host. Problem solved. You should capitalize the g in God.
 This may help too.
I waisted more time sorting through this post than I have sorting through games all year long.

Subject: Re: stupid a0000000 names
Posted by Renx on Mon, 21 Nov 2005 01:07:17 GMT
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A 1.038 patch to make it auto-sort by ping would be the best(only real) solution. But unless strike team can deliver patches I can't see that happening.

Subject: Re: stupid a0000000 names
Posted by ben5015se on Mon, 21 Nov 2005 01:17:50 GMT
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Renx wrote on Sun, 20 November 2005 20:07A 1.038 patch to make it auto-sort by ping would be the best(only real) solution. But unless strike team can deliver patches I can't see that happening.

ping would be the best, becouse you cant change your ping..

Subject: Re: stupid a0000000 names
Posted by Crimson on Mon, 21 Nov 2005 03:07:03 GMT
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Yeah, but then Strike Team would need to fix whatever is causing so many servers to have 999 pings.

Subject: Re: stupid a0000000 names
Posted by ben5015se on Mon, 21 Nov 2005 03:29:08 GMT
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true, true

[Updated on: wed, 23 November 2008 2:12]

Subject: Re: stupid a0000000 names
Posted by Alkaline on Mon, 21 Nov 2005 04:42:46 GMT
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BUT ALL PING WOULD PROBABLY BE THE SAME OR CLOSE...

cause....

THEPLANET ISP

They need to have a way to add server to favorites like in gamespy and have those allways on top of your particular listing similiar to gamespy.

Subject: Re: stupid a0000000 names
Posted by Olaf van der Spek on Mon, 21 Nov 2005 08:55:30 GMT
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Crimson wrote on Sun, 20 November 2005 22:07Yeah, but then Strike Team would need to fix whatever is causing so many servers to have 999 pings.
Did you discover the cause already?

Subject: Re: stupid a0000000 names
Posted by Crimson on Mon, 21 Nov 2005 09:20:08 GMT
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Olaf van der Spek wrote on Mon, 21 November 2005 01:55Did you discover the cause already?
This is the server list now:

This is the server list when we were on WOL:

I can't find any reason for the high ping. I assume the 996 figure signifies a timeout, but I don't know why my server is timing out on the ping when it didn't before.

File Attachments
1) listings.JPG, downloaded 675 times

2) a000renegade2.jpg, downloaded 676 times

Subject: Re: stupid a0000000 names
Posted by Goztow on Mon, 21 Nov 2005 10:07:34 GMT
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At the euro WOL listing we already had the same problems: we never had any green pings, mostly red and some yellow even though the server I played on was located in my country...

Subject: Re: stupid a0000000 names
Posted by JPNOD on Mon, 21 Nov 2005 11:25:08 GMT
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Goztow wrote on Mon, 21 November 2005 05:07At the euro WOL listing we already had the same problems: we never had any green pings, mostly red and some yellow even though the server I played on was located in my country...

What he says^

Last time I had green ping's was before the takeover. I think it was Feb2003 That's when I would see pings varieing from 26 - 120
Now a days. I'm talking the last 2 years even my own server would show up a with a 150 ping while it's 60-120 ingame ish.

And I haven't seen a green maybe once in a blue moon.

I was really happy when I saw the 0 ping's in the server list at the start of xwis.

Subject: Re: stupid a0000000 names
Posted by JPNOD on Mon, 21 Nov 2005 11:30:30 GMT
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Crimson wrote on Sun, 20 November 2005 22:07Yeah, but then Strike Team would need to fix whatever is causing so many servers to have 999 pings.

What about a firewall, if configured right it blocks ICMP? or if you let them trough would't that really show the actually ping? Let's assume your behind a hardware firewall/software. It blocks the icmp request therefore giving it 0 ping/999?

I am just wondering because if I have it to block ICMP I will get that kind of pings too :/

Subject: Re: stupid a0000000 names
Posted by Crimson on Mon, 21 Nov 2005 12:01:29 GMT
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Either way, I didn't change anything from WOL to XWIS. I even tried with WOLproxy and without and I still show up with 996 ping. And I doubt all of us server owners who are now showing up with that ping all simultaneously made some change...

Subject: Re: stupid a0000000 names
Posted by Caveman on Mon, 21 Nov 2005 12:14:43 GMT
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Well i think the only real way to get past the a000 naming shit, is not to be so damn lazy and scroll down.. When i play on WOL which is maybe once a month.. I never go on a a00 name o look for a server that has maybe 5-15 players already there.

All you gotta do is find your fav server and just ignore the others. I dont play on MP's aow server because i think they have modded the game to much.. I do play on there CO-OP and sniper. It's just the matter of fact what server do you like to play on.

Subject: Re: stupid a0000000 names
Posted by RTsa on Mon, 21 Nov 2005 12:19:29 GMT
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YSLMuffins wrote on Sun, 20 November 2005 19:32I don't see why it's such a big deal. I sort by player size anyway.
Wouldn't it be better if it sorted by the amount of players actually IN the server? Not the amount of players the server can (supposedly) handle..

Subject: Re: stupid a0000000 names
Posted by Caveman on Mon, 21 Nov 2005 12:24:47 GMT
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RTsa wrote on Mon, 21 November 2005 06:19YSLMuffins wrote on Sun, 20 November 2005 19:32I don't see why it's such a big deal. I sort by player size anyway.
Wouldn't it be better if it sorted by the amount of players actually IN the server? Not the amount of players the server can (supposedly) handle..

Yeah only one problem with that

With XWIS it doesnt show how many players are actually in the server if there are players from GSA,ASE or Direct Connect in the game aswell.

So you might have a server that is WOL only which has 8 players (being the top of the list)

And having a server that only has 3 WOL players but the server actually has like 40 players and that gonna be at the bottom of the list.

Subject: Re: stupid a0000000 names
Posted by Cat998 on Mon, 21 Nov 2005 14:50:14 GMT
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caveman wrote on Mon, 21 November 2005 13:24Yeah only one problem with that

With XWIS it doesnt show how many players are actually in the server if there are players from GSA,ASE or Direct Connect in the game aswell.

So you might have a server that is WOL only which has 8 players (being the top of the list)

And having a server that only has 3 WOL players but the server actually has like 40 players and that gonna be at the bottom of the list.

Thats my way to handle it:

1) ues.jpg, downloaded 1062 times

Subject: Re: stupid a0000000 names
Posted by Jecht on Mon, 21 Nov 2005 15:34:36 GMT
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My Solution: Use Gamespy if you don't like the a0 names.

Subject: Re: stupid a0000000 names
Posted by Alkaline on Tue, 22 Nov 2005 07:06:40 GMT
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Gbull! Thats a really good solution!
Gamespy everyone

Subject: Re: stupid a0000000 names
Posted by ben5015se on Tue, 22 Nov 2005 07:27:10 GMT
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gbull wrote on Mon, 21 November 2005 10:34My Solution: Use Gamespy if you don't like the a0 names.

gball+solution=problem solved??

Subject: Re: stupid a0000000 names
Posted by Jecht on Tue, 22 Nov 2005 13:37:24 GMT
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I aim to please

Subject: Re: stupid a0000000 names
Posted by mision08 on Tue, 22 Nov 2005 16:22:24 GMT
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Gamespy=adware=leach

Subject: Re: stupid a0000000 names
Posted by ben5015se on Wed, 23 Nov 2005 04:04:24 GMT
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mision08 wrote on Tue, 22 November 2005 11:22Gamespy=adware=leach

how about:

striketeam+ban a00 names= sulution/problem solved intell b00 names wild card ban *00

Subject: Re: stupid a0000000 names
Posted by Crimson on Wed, 23 Nov 2005 04:42:08 GMT
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We've already been through that idea. Want to see how it ends? Let's say there's a rule that your server name has to reflect your community name. Well, then that makes communities like "All-gaming" and "Aaron's Hut" get to be at the top of the list. Is that fair? No.

The fair solution ranks the servers based on something out of their control.

Subject: Re: stupid a0000000 names
Posted by warranto on Wed, 23 Nov 2005 04:59:27 GMT
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"A n00bstories Server" To the rescue!

Subject: Re: stupid a0000000 names
Posted by ghost on Wed, 23 Nov 2005 05:32:27 GMT
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xptek wrote on Fri, 18 November 2005 21:34Keep in mind: These people are paying $100+ a month to provide FREE servers to you, so kindly shut the fuck up and don't play there.

Well i dont play in those servers for one.
And $100+ for a server?
I didnt mind when a few servers did this but when i see or should i say have seen people auction off a00000 names that made me sick. who gives a damm if your on the top of the list most likey your server either sucks or you are one desperate mother fucker (excuse my lang.)

Subject: Re: stupid a0000000 names
Posted by ben5015se on Wed, 23 Nov 2005 06:36:20 GMT
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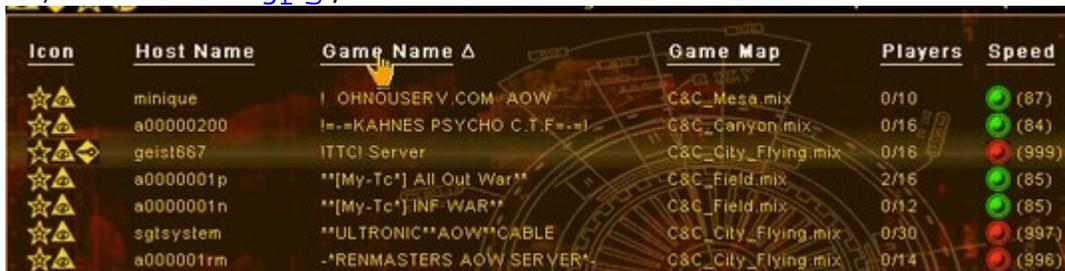
how about this variable

no= gamespyx + A000

Subject: Re: stupid a0000000 names
Posted by mision08 on Wed, 23 Nov 2005 06:54:52 GMT
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File Attachments
1) asshole.jpg, downloaded 618 times

Subject: Re: stupid a0000000 names
Posted by Goztow on Wed, 23 Nov 2005 08:01:14 GMT
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Crimson wrote on Tue, 22 November 2005 23:42We've already been through that idea. Want to see how it ends? Let's say there's a rule that your server name has to reflect your community name. Well, then that makes communities like "All-gaming" and "Aaron's Hut" get to be at the top of the list. Is that fair? No.

The fair solution ranks the servers based on something out of their control.
LOL rank them on the number of players that are currently in. That's more or less out of your control. Ow no, wait: then people will stay in there and idle until it fills up which is pretty bad too. Forget that...

Subject: Re: stupid a0000000 names
Posted by ben5015se on Wed, 23 Nov 2005 08:35:09 GMT
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Goztow wrote on Wed, 23 November 2005 03:01Crimson wrote on Tue, 22 November 2005 23:42We've already been through that idea. Want to see how it ends? Let's say there's a rule that your server name has to reflect your community name. Well, then that makes communities like "All-gaming" and "Aaron's Hut" get to be at the top of the list. Is that fair? No.

The fair solution ranks the servers based on something out of their control.
LOL rank them on the number of players that are currently in. That's more or less out of your control. Ow no, wait: then people will stay in there and idle until it fills up which is pretty bad too. Forget that...

good thinking, people will be spitfull and yea idle in the servers >:(.. ping is he only thing

---

Subject: Re: stupid a0000000 names
Posted by Crimson on Wed, 23 Nov 2005 08:40:31 GMT
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And the player counts are wrong for servers that use GameSpy.

And by the way, my server is full pretty much all day long with 40 players. I use an a00 nick. There are hundreds of people who will disagree with you thinking that my server sucks. a000 may get them in but a quality server with a good staff KEEPS them coming back. Plus I have a very large gamespy following, often over half of my players are from GSA. They are unaffected by the 'a000' nick that I have in WOL.

Subject: Re: stupid a0000000 names
Posted by Goztow on Wed, 23 Nov 2005 09:06:06 GMT
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I agree: it helps tons to have a good, faithful amount of players that first look at your server before looking at another. When I go in ours, usually 5-6 players quickly join in (only WOL: we do not run WOLspy): mostly players I know and that play there often. Why? I think it has somerthing to do with the fact that we have no modification to the original Renegade, except for !donate and with the fact that we have very strict modding (yes: many players like to play somewhere without swearing/insulting and where they understand everything that is said). It helps ofcourse when the server is a clan-server with many players and if it's hosted with a title "www.n00bstories.com" which is very well known in the community. The only real condition for this to work is to have a quality server which has stable pings and sfps/kbps.

Subject: Re: stupid a0000000 names
Posted by ghost on Thu, 24 Nov 2005 02:59:16 GMT
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Crimson wrote on Wed, 23 November 2005 00:40And the player counts are wrong for servers that use GameSpy.

And by the way, my server is full pretty much all day long with 40 players. I use an a00 nick. There are hundreds of people who will disagree with you thinking that my server sucks. a000 may get them in but a quality server with a good staff KEEPS them coming back. Plus I have a very large gamespy following, often over half of my players are from GSA. They are unaffected by the 'a000' nick that I have in WOL.

your server is full cause your "well known"

And what was the word... oh yea gayspy

Subject: Re: stupid a0000000 names
Posted by Jecht on Thu, 24 Nov 2005 05:15:46 GMT
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have you even tried gamespy?

Subject: Re: stupid a0000000 names
Posted by light on Thu, 24 Nov 2005 05:50:35 GMT
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gbull wrote on Thu, 24 November 2005 18:15have you even tried gamespy?

Yes, and I feel fully justified in moving to The All Seeing Eye.

Subject: Re: stupid a0000000 names
Posted by Kanezor on Thu, 24 Nov 2005 07:07:01 GMT
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gbull wrote on Wed, 23 November 2005 23:15have you even tried gamespy?
I've used GameSpy since the Renegade demo. I've never liked it. I don't particularly like
Renegade's WOL interface (IMO, Tiberian Sun and Red Alert 2 did a much better WOL interface).
I definitely like it better than GameSpy, however.

Subject: Re: stupid a0000000 names
Posted by Jecht on Thu, 24 Nov 2005 15:36:52 GMT
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I played with WOL for a year, and couldn't stand it. That's why I use Gamespy.

Subject: Re: stupid a0000000 names
Posted by rm5248 on Thu, 24 Nov 2005 17:18:02 GMT
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But with Gamespy, you've got people with names like
::--++tHe_GrEaTeSt[GSA][LECS]{Hksl}++--::

Subject: Re: stupid a0000000 names
Posted by matty3k10 on Thu, 24 Nov 2005 17:49:09 GMT
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I have an idea, but it would require alot of the server owners working togeather on this to make it be fair...

Each community is allowed to put there most ~popular~ server at the top with like a nick name like "Ajellyserv" or "An00bstories" or "Axphaze" and then put the rest of the servers with a normal server nickname or like Bservname.

But like I said it would require alot of the server owners working togeather to do this.

Subject: Re: stupid a0000000 names
Posted by Jecht on Fri, 25 Nov 2005 02:22:44 GMT
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rm5248 wrote on Thu, 24 November 2005 11:18But with Gamespy, you've got people with names like ::--++tHe_GrEaTeSt[GSA][LECS]{Hksl}++--::

but with WOL, you have names like "rm5248". A name that is very tough to remember because it's not a word in that string, but a string of letters and numbers. Say you see one of my clanmates by the name of [GDE]Reveregod. It would not be very hard to remember that name and add him to your playerspy.

Subject: Re: stupid a0000000 names
Posted by Kanezor on Fri, 25 Nov 2005 03:25:18 GMT
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gbull wrote on Thu, 24 November 2005 21:22rm5248 wrote on Thu, 24 November 2005 11:18But with Gamespy, you've got people with names like ::--++tHe_GrEaTeSt[GSA][LECS]{Hksl}++--::

but with WOL, you have names like "rm5248". A name that is very tough to remember because it's not a word in that string, but a string of letters and numbers. Say you see one of my clanmates by the name of [GDE]Reveregod. It would not be very hard to remember that name and add him to your playerspy.
At least the names on WOL don't change, or very rarely. On my GSA playerspy list, there's a number of people that have changed their name so much that I have no clue whom they are, or used to be.

Subject: Re: stupid a0000000 names
Posted by Crimson on Fri, 25 Nov 2005 05:46:57 GMT
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matty3k10 wrote on Thu, 24 November 2005 10:49I have an idea, but it would require alot of the server owners working togeather on this to make it be fair...

Each community is allowed to put there most ~popular~ server at the top with like a nick name like "Ajellyserv" or "An00bstories" or "Axphaze" and then put the rest of the servers with a normal server nickname or like Bservname.

But like I said it would require alot of the server owners working togeather to do this.

I thought of this, too. Something like having the community vote on servers, then we would all encourage our communities to vote for us and whatnot. But I don't think there's any fair way to do something like that.

Subject: Re: stupid a0000000 names
Posted by Goztow on Fri, 25 Nov 2005 07:36:26 GMT
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Crimson wrote on Fri, 25 November 2005 00:46

I thought of this, too. Something like having the community vote on servers, then we would all encourage our communities to vote for us and whatnot. But I don't think there's any fair way to do something like that.
Considering that most players have no idea of the community, that would hardly be fair too, as you say indd. Maybe the most fair way is still how it's done: the first/fastest one gets the top.

Subject: Re: stupid a0000000 names
Posted by Alkaline on Sun, 27 Nov 2005 05:28:34 GMT
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This thread needs to be closed...

After reading all this rant I am convinced the thread starter is a little kid trying to run a 4 player dedicated on his cable modem and no one is joining it because its to small and he his lack of a00 skillz

anyway, You want a true method of being fair? Then server should populate on the list at RANDOM, completely random Then you have no idea who is on the top. Thier should be a way of marking favorites so if you want to join a particular server you can hop on to it without searching.

Their! Problem solved

Subject: Re: stupid a0000000 names
Posted by Blazer on Sun, 27 Nov 2005 06:19:13 GMT
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Sadly the list is sorted client-side.

Subject: Re: stupid a0000000 names
Posted by Alkaline on Sun, 27 Nov 2005 07:19:56 GMT
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patch? xwis got access to the patch feature right?

Subject: Re: stupid a0000000 names
Posted by Crimson on Sun, 27 Nov 2005 09:03:32 GMT
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Nope.

Subject: Re: stupid a0000000 names
Posted by mision08 on Sun, 27 Nov 2005 16:14:32 GMT
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Alkaline wrote on Sat, 26 November 2005 23:28This thread needs to be closed...

After reading all this rant I am convinced the thread starter is a little kid trying to run a 4 player dedicated on his cable
I think your onto something. With all the things to be concerned with, work, school, girls, the price of fuel, this isn't even on my radar screen. I don't know why you would need to look at the host list, unless your looking for a buddy that you are not sure you want to join.

Subject: Re: stupid a0000000 names
Posted by ben5015se on Mon, 28 Nov 2005 03:20:05 GMT
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Alkaline wrote on Sun, 27 November 2005 00:28This thread needs to be closed...

After reading all this rant I am convinced the thread starter is a little kid trying to run a 4 player dedicated on his cable modem and no one is joining it because its to small and he his lack of a00 skillz

keep telling your self that . btw its 10 players, if your going to say stuff about me atleast get it right. and its not even up yet

---

Subject: Re: stupid a0000000 names
Posted by Jecht on Mon, 28 Nov 2005 04:15:30 GMT
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Then he was pretty close....

Subject: Re: stupid a0000000 names
Posted by Coolair on Tue, 29 Nov 2005 00:34:22 GMT
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I personally think that for a server to be sucessful, you need to have a good following.

Take these servers: UNRULES, n00bstories, NOn00bs, n00bless, MP-Gamers, Jelly-Server and a few more i cant rememember right now. These all are large reliable servers with a experience in running servers for Renegade. That is why they are brimming with players, NOT because of a "a00" name. I bet if n00bstories server was at the bottom of the WOL/XWIS server list it would still be almost, if not full!!

They have built up communities as well for there own servers. And that helps a lot in player count.

My advise is to not worry about getting a a00 name. Just adivitise your server, Launch it on WOLSPY to attract gamespy players as well, build a forum/community. Maybe have a quirk for your server that makes it unique and not just another "OMGUBERL337 AOW Server".

Just a few ideas.

Subject: Re: stupid a0000000 names
Posted by =HT=T-Bird on Tue, 29 Nov 2005 00:38:15 GMT
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Coolair wrote on Mon, 28 November 2005 18:34I personally think that for a server to be sucessful, you need to have a good following.

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My advise is to not worry about getting a a00 name. Just adivitise your server, Launch it on WOLSPY to attract gamespy players as well, build a forum/community. Maybe have a quirk for your server that makes it unique and not just another "OMGUBERL337 AOW Server".

Just a few ideas.

p.s. WOLSpy is NOT an option for some, (anyone heard of the NetDDE hole? or do I need to demonstrate?)

Subject: Re: stupid a0000000 names
Posted by Alkaline on Wed, 30 Nov 2005 00:09:51 GMT
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Ok here is the deal..
Its like advertising, You want to be seen and heard off. Up to me, I would make it so that the large servers were always the top 6...Zunnie would have to shrink his battalion of servers to 3-4...

Un runs a new maps server, that really isn't competetion for most people, but they higher up the name shows in listings the more likely somone is to go to our site and download the maps.

GSA is a vanilla server, running no mods like special weapon drop, weather, new crates e.t.c. Its meant for those people that play in clan matches where stuff like this is turned off. I figured with all the SSAOW server out there, a stock server running original renegade would be nice.

As for a00 names, I have seen other servers, they all fight for getting top space; its just the way it is and people should stop complaining

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