Subject: Wol Listings
Posted by _SSnipe_ on Wed, 11 Jul 2007 04:10:57 GMT
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i think is unfair that the a00 are top of listings and and the rest have like no player because its 2 low cant wol make it so instead list by host name they just mix around the servers it would be a lot more fair

Subject: Re: Wol Listings
Posted by BlueThen on Wed, 11 Jul 2007 04:36:31 GMT
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WOL IS DEAD!!!!

Subject: Re: Wol Listings
Posted by AoBfrost on Wed, 11 Jul 2007 04:48:15 GMT
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0|V|GZ WH3N!!!11!1!1!

Wol isnt dead, it's xwis lol, but the fact it auto list the servers as hostname isnt fair, I think remixing them each time would seem fair like joe says, there needs to be a random button where you can set servers to show as random.

Subject: Re: Wol Listings
Posted by _SSnipe_ on Wed, 11 Jul 2007 05:29:42 GMT
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well who do we talk to to do that?

Subject: Re: Wol Listings
Posted by AoBfrost on Wed, 11 Jul 2007 05:35:26 GMT
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I wonder if possible through the client scripts.dll, that maybe we can change server listing to by name or by player ammount, I dont know, but it might work, Not sure....

It may be possible by talking to XWIS admins, I doubt they will do it though.

Subject: Re: Wol Listings
Posted by _SSnipe_ on Wed, 11 Jul 2007 05:38:17 GMT
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if we get enough ppl to agrre maybe they might change

Subject: Re: Wol Listings
Posted by renohol on Wed, 11 Jul 2007 05:50:56 GMT
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I'm not sure if this will help u sire, but here is probably where u, me , and lemmywinks can start our quest.

 http://www.xwis.info/xwis/php/xwisfiles/st/online/classic.php?server=rg&refr esh=120seconds

Subject: Re: Wol Listings
Posted by Crimson on Wed, 11 Jul 2007 05:55:10 GMT
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a00 is what's keeping us alive, to be honest. If the list were random, then all of the servers would only have a few people on them and people who like big games wouldn't be able to find one. With the a000 nicknames, nearly all of the first-page servers are well-run and enjoy high traffic.

What really needs to happen is for the servers that are empty most of the time to shut down and merge into existing communities that are more popular. There simply aren't enough players to fill all the servers that people want to run, and randomizing the list isn't going to change that.

Subject: Re: Wol Listings
Posted by _SSnipe_ on Wed, 11 Jul 2007 05:58:44 GMT
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yes thats a good point but kinda unfair that there cant eb any new servs because of it and some already existing are having troubles and like the one i paly with have there own mods and stuff

going ion and dont wanna merge

Subject: Re: Wol Listings
Posted by AoBfrost on Wed, 11 Jul 2007 06:12:04 GMT
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it's funny, we had our test server up where we test mods one of our members make, he was just hosting the server for fun and play around doing funny crap, TONNNS OF PEOPLE came in and lagged the server, it was still playable, but people wouldnt leave, we were shutting down and no one would leave cause they kept wanting kane or sbh or all guns and nod ion gdu nukes lol....funny crap happens when you join his test server.

Subject: Re: Wol Listings
Posted by IronWarrior on Wed, 11 Jul 2007 06:19:19 GMT
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Crimson wrote on Wed, 11 July 2007 00:55a00 is what's keeping us alive, to be honest. If the list were random, then all of the servers would only have a few people on them and people who like big games wouldn't be able to find one. With the a000 nicknames, nearly all of the first-page servers are well-run and enjoy high traffic.

What really needs to happen is for the servers that are empty most of the time to shut down and merge into existing communities that are more popular. There simply aren't enough players to fill all the servers that people want to run, and randomizing the list isn't going to change that.

a00 is keeping your servers alive, thats it and the only reason servers at the top are always full is because new players always join there first.

They dont join you because you provide a good server or anything.

Subject: Re: Wol Listings
Posted by AoBfrost on Wed, 11 Jul 2007 06:22:13 GMT
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if they switched hostname around so the Z's start up first, then those servers will be filled while a00 servers would still be filled because they are widley known and played on.

Subject: Re: Wol Listings
Posted by IronWarrior on Wed, 11 Jul 2007 06:25:15 GMT
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Would be very intersting to see what would happen if the servers at the bottom changed

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nicknames for a week with the top ones.

I bet the (z names) ones will soon fill up while the (a00) start to see player drops, only the die hard players will stay, the newbies would just click on the first server at the top.

Subject: Re: Wol Listings
Posted by Goztow on Wed, 11 Jul 2007 06:34:22 GMT
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This topic has been made several times in the server owners forum and there has never been an answer. Thing is: there is no fair way of listing. List on title and everyone will start using tricks to get on top. List on playercount and people will start faking playercounts (perfectly possible server side). List on ping and then it'll depend on how close you are to the xwis host (not to mention the fact the xwis pings are seriously flawed). List randomly and more servers will have 2 or 3 players and all the newbies will leave because of "dead game, there's noone online" as many of them just don't know you can scroll down the freaking list.

The only way to make this half fair is to have blackhand studios redistribute the a00 - nicks to communities with merit. It would at least stop some people from gaining a lot of money from selling their nick (which they got for free on a first come, first serve basis!!!). But the list wouldn't change much for sure as the main communities already regrouped around the first page.

Some people made it without a a00 - nick btw, take a look at Kamuix. It's just much harder to get trafic this way.

Subject: Re: Wol Listings
Posted by Starbuzz on Wed, 11 Jul 2007 06:35:09 GMT
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Even if the server listings were switched around, people would simply scroll down to find their favorite servers. They won't simply play in any server.

For example, there are many servers that have the new maps (from CP2) but the only server I trust for that is the Jelly-new map-pack server. It's very stable, kicks ass, and is the most popular. It is well-run and good quality...I won't go anywhere else to play in the new maps.

IronWarrior wrote on Wed, 11 July 2007 01:25Would be very intersting to see what would happen if the servers at the bottom changed nicknames for a week with the top ones.

I bet the (z names) ones will soon fill up while the (a00) start to see player drops, only the die hard players will stay, the newbies would just click on the first server at the top.

There are more "diehards" than newbies. How many newbies discover Renegade each day? It is true that newbies would most definitely click on the first ones but how long do you think they are gonna stay there?

Take a look at the listings and you see that the smaller servers have next to no players...they are empty most of the time, if not all the time. Newbies learn quick...they will find good servers like Jelly, n00bstories, and many others.

Subject: Re: Wol Listings
Posted by _SSnipe_ on Wed, 11 Jul 2007 06:36:15 GMT
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well we nevwer know untill we try it

Subject: Re: Wol Listings
Posted by Spoony on Wed, 11 Jul 2007 08:57:16 GMT
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Whether you join a server is (usually) because of a00

Whether you go back there is how well it's run

Subject: Re: Wol Listings
Posted by Crimson on Wed, 11 Jul 2007 09:10:11 GMT
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Spoony wrote on Wed, 11 July 2007 01:57Whether you join a server is (usually) because of a00

Whether you go back there is how well it's run

QFT

Goztow wrote on Tue, 10 July 2007 23:34List randomly and more servers will have 2 or 3 players and all the newbies will leave because of "dead game, there's noone online" as many of them just don't know you can scroll down the freaking list.

QFT

Goztow wrote on Tue, 10 July 2007 23:34The only way to make this half fair is to have blackhand studios redistribute the a00 - nicks to communities with merit.

"Half" fair is right... but I think people overall would have less of a problem if they didn't see 5 Jelly servers at the top of the list. But, I also know that Jelly has given/loaned other nicknames out (like, to me for example), so they're not TRYING be a big-ass monopoly.

But, overall, the list wouldn't change much if they were redistributed.

You guys who want to run servers need to just realize that there AREN'T ENOUGH PLAYERS for you. Period. There may never be. If you want to run a server so badly, just become a regular with an established server and try to become a staff member. If they don't want you, try another server. If they don't want you either, then you probably had no business trying to run a server in the first place.

Subject: Re: Wol Listings
Posted by puddle_splasher on Wed, 11 Jul 2007 09:39:31 GMT
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TBH Who really cares what the server numbers or letters are?

I personally play on 2 severs only. Change N00bstories and UN to a triple Z listing and I will still be there.

Many other players will do the exact same thing regardless of position. We all play on out favourite server, so changing positions wont help.

Subject: Re: Wol Listings
Posted by IronWarrior on Wed, 11 Jul 2007 10:14:05 GMT
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Have you ever thought on how, they got so big in the first place?

Because of the a00 names, because they was at the top.

FanMaps used to have three to four full servers, when I first joined them as a clan member and they was a the top.

Now, we are the bottom (called MP now), we have fewer players, we still have a strong Renegade community who play in our servers, but the days of a all our servers being full are long gone.

If we had a higher listing, that would soon change.

Also, I have noticed, everytime i login, the listings aint in a00 order now?, its like mixed up, is that just me or anyone else affected?

Subject: Re: Wol Listings
Posted by CarrierII on Wed, 11 Jul 2007 10:48:29 GMT
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The latest client scripts sort the server list by player count.

Subject: Re: Wol Listings
Posted by Goztow on Wed, 11 Jul 2007 10:51:11 GMT
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IronWarrior wrote on Wed, 11 July 2007 12:14Have you ever thought on how, they got so big in the first place?

Because of the a00 names, because they was at the top.

FanMaps used to have three to four full servers, when I first joined them as a clan member and they was a the top.

Now, we are the bottom (called MP now), we have fewer players, we still have a strong Renegade community who play in our servers, but the days of a all our servers being full are long gone.

If we had a higher listing, that would soon change.

Also, I have noticed, everytime i login, the listings aint in a00 order now?, its like mixed up, is that just me or anyone else affected?
Back in the days (2003-2004), servers were way more expensive and theer were way more players. When you got a serevr up, you got trafic basically. The fact n00bstories, UN, fanmaps, The KOSs2, ... got strong has nothing to do with a000 back then but by the fact they put a lot of effort in their server(s) and people liked them. The fact n00bstories has always been closely linked to these forums in the person of Crimson has ofcourse helped them out as well.

And yes: it's bullshit to say that e.g. n00bstories (best known exemple) would still get as many players as they do now if they were at the bottom of the list, but there would certainly be a loyal amount of players still playing there.

About the ordering: you prolly run ressurection, which allows you to change the WOL listing.

Subject: Re: Wol Listings
Posted by Crimson on Wed, 11 Jul 2007 11:12:42 GMT
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I have been running a server longer than almost every single server on the list. In fact, I can't think of a server on the list that started before I did. As Gozy said, back when servers were expensive and players plentiful, it didn't matter where you were placed on the list. Now it does. Of course I wouldn't have nearly as many players as I do now due to my high listing, but I think I've done enough to deserve it. If my server were empty as much as some other people who like wasting their money, I would shut it down.

Subject: Re: Wol Listings
Posted by StealthEye on Wed, 11 Jul 2007 11:39:13 GMT
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At first: this can not be changed from the XWIS server side, so the players need to download something to get their server list reordered in a more "fair" way. Even if they would know about this mod, it is not in any way a positive change for the player, so why would they want to have it?

If something should be done about this, then you should have an advantage for the player. There are two things to keep in mind:
- Regulars want to find the server they like, and don't want to search in the list for the right server. With the new scripts.dll, I always either use the Buddy List or sort the servers by name to find BI, that's annoying. A better solution would be to make a preferred server list and place them on top of the list. Then you can easily find the server you want.

- New players or players who for some reason want another server than they usually visit, don't really care which server, they want to play. So: Show only non-clan, non-passworded games on top. Then order by player count so people can easily select which amount of players they like.

Random ordering annoys everyone, and is a huge step in the wrong direction if you ask me. It's the players that are important, not the server owners who want to have a lot of players in their servers.

Subject: Re: Wol Listings
Posted by Crimson on Wed, 11 Jul 2007 12:17:47 GMT
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StealthEye wrote on Wed, 11 July 2007 04:39It's the players that are important, not the server owners who want to have a lot of players in their servers.

That is very much the most important thing to remember here. It's always about the players. So long as the top-of-the-list servers are delivering an overwhelmingly positive experience for the players, I don't have a problem.

Subject: Re: Wol Listings
Posted by StealthEye on Wed, 11 Jul 2007 12:21:39 GMT
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Exactly.

Subject: Re: Wol Listings
Posted by Goztow on Wed, 11 Jul 2007 12:44:34 GMT
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The main issue ain't even the lack of players, it's just that there's too many servers. Diversity stays important, though, to avoid "monopolies" of server owners and/or game types.

Subject: Re: Wol Listings
Posted by R3N3G1DE on Wed, 11 Jul 2007 12:47:01 GMT
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Maybe more servers should get newer maps

Subject: Re: Wol Listings
Posted by puddle_splasher on Wed, 11 Jul 2007 14:06:58 GMT
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IronWarrior wrote on Wed, 11 July 2007 05:14

FanMaps used to have three to four full servers, when I first joined them as a clan member and they was a the top.

Now, we are the bottom (called MP now), we have fewer players, we still have a strong Renegade community who play in our servers, but the days of a all our servers being full are long gone.

If we had a higher listing, that would soon change.

Caled FM then MP-clan then FM then MP-gaming then FM whatever you call yourselves now.

The ranking had nothing to do with it. Too much in-fighting and too much time expected to be put into the server.

We were both there, we both know what happened.

Too many servers = limited players in each server. Newmaps never recovered from all its mods that were introduced, CCTF had few players, Sniper had less.

FM will never recover, no matter how hard players wish. There is more chance of finding life on Mars than there is of FM going to a full server 24/7. I suppose that also applies to the other smaller servers also.

Whereas N00bstories has no mods and keeps going from strength to strength with the basic maps.

Subject: Re: Wol Listings
Posted by Goztow on Wed, 11 Jul 2007 14:10:45 GMT
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Fanmaps kill a server, especially those that aren't in CP. We held on to Snow, Siege and BunkersTS for almost a year before we dropped their support because every time these maps would bump in over half of the players would be kicked out, including a lot of regulars. People just cba, how incomprehensable that may seem...

Subject: Re: Wol Listings
Posted by Yrr on Wed, 11 Jul 2007 15:18:13 GMT
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#1
As Carrier said, the latest Custom Scripts sort WOL server list by players. With Resurrection you can define what the default sort order is.

#2
Goztow: Afaik you cannot fake the player amount for WOL server side, because the number of players being in the server's WOL channel is used. But that causes another problem: GameSpy users are not included in the WOL player amount.

#3
I agree that there are too many servers, but I disagree with solving the problem using a0* nicknames. Using the player amount for sorting is quite nice for a game with many servers and less players.

Subject: Re: Wol Listings
Posted by Ghostshaw on Wed, 11 Jul 2007 16:03:33 GMT
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Yrr: tbh its not that hard to put some bots in your game channel.

-Ghost-

Subject: Re: Wol Listings
Posted by jnz on Wed, 11 Jul 2007 16:12:58 GMT
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Ghostshaw wrote on Wed, 11 July 2007 17:03Yrr: tbh its not that hard to put some bots in your game channel.

-Ghost-

Thats not allowed.

Subject: Re: Wol Listings
Posted by Ghostshaw on Wed, 11 Jul 2007 16:15:18 GMT
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And you are saying faking a Wol playercount is?

-Ghost-

Subject: Re: Wol Listings
Posted by Goztow on Wed, 11 Jul 2007 16:36:54 GMT
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Yrr wrote on Wed, 11 July 2007 17:18#1
As Carrier said, the latest Custom Scripts sort WOL server list by players. With Resurrection you can define what the default sort order is.

#2
Goztow: Afaik you cannot fake the player amount for WOL server side, because the number of players being in the server's WOL channel is used. But that causes another problem: GameSpy users are not included in the WOL player amount.

#3
I agree that there are too many servers, but I disagree with solving the problem using a0* nicknames. Using the player amount for sorting is quite nice for a game with many servers and less players.
To #2 : Blazer said he'd have it as a feature in his Linux xwis fds...

Subject: Re: Wol Listings
Posted by luv2pb on Wed, 11 Jul 2007 17:32:56 GMT
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If n00bstories dropped off the front page today we would still be full at 50 players. Are percatnage of regulars to first timers is quit large. People know us and look for us that is a fact. Being on the front page doesn't mean shit unless you have the server, administration and community to back it up.

Subject: Re: Wol Listings
Posted by AoBfrost on Wed, 11 Jul 2007 19:06:10 GMT
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I think that the monopoly servers drag in 60% of players on, you'll see like 60 people on jelly server or fnfalls at a time, and yet on other popular servers you'll only see 5-6 people at a time and sometimes full if lucky, I think we if some of the less popular servers were to go to the top of the listing and provide positive gaming toward players then they too could potentially become popular, while the current popular servers like fnfalls and jelly server would still be constantly full because of their reputation.

Subject: Re: Wol Listings
Posted by IronWarrior on Thu, 12 Jul 2007 00:28:03 GMT
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puddle_splasher wrote on Wed, 11 July 2007 09:06IronWarrior wrote on Wed, 11 July 2007 05:14

FanMaps used to have three to four full servers, when I first joined them as a clan member and they was a the top.

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FM will never recover, no matter how hard players wish. There is more chance of finding life on Mars than there is of FM going to a full server 24/7. I suppose that also applies to the other smaller servers also.

Whereas N00bstories has no mods and keeps going from strength to strength with the basic maps.

You dont really know what you talking about to be honest.

I was talking about the time BEFORE you ever joined FM servers.

This was back in the day when I was a Baja Clan Killer member.

Subject: Re: Wol Listings
Posted by trooprm02 on Fri, 13 Jul 2007 00:56:27 GMT

joe937465 wrote on Wed, 11 July 2007 00:29well who do we talk to to do that?

Well since EA and strike team don't give a sheep's shit about rene, your only other option:

http://www.talkjesus.com

Subject: Re: Wol Listings

Posted by R3N3G1DE on Fri, 13 Jul 2007 01:11:19 GMT

luv2pb wrote on Wed, 11 July 2007 12:32If n00bstories dropped off the front page today we would still be full at 50 players. Are percatnage of regulars to first timers is quit large. People know us and look for us that is a fact. Being on the front page doesn't mean shit unless you have the server, administration and community to back it up.

Yeah, they look at n00bstories as a place to hang out.

It's not those servers where they come in and leave by the minute they got to know it.

A fact that n00bstories stand as a, "Community Resolution."