Subject: Question about server lists
Posted by nope.avi on Wed, 07 Oct 2009 19:39:36 GMT
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Would it be possible to be able to favourite servers, nothing fancy, maybe just have a "Favourite" button along the bottom of the screen with all of the other ones and when you highlight a server you can can click it and next time you log on that server will appear at the top of the list. Would be nice considering all of the server name business.

Subject: Re: Question about server lists
Posted by Goztow on Wed, 07 Oct 2009 19:53:45 GMT
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I think this has been confirmed, yes.

Subject: Re: Question about server lists
Posted by raven on Wed, 07 Oct 2009 23:41:18 GMT
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And just for clarifications sake, will the servers be ordered by amount of players by default?

Subject: Re: Question about server lists
Posted by Goztow on Thu, 08 Oct 2009 06:24:37 GMT
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raven wrote on Thu, 08 October 2009 01:41And just for clarifications sake, will the servers be ordered by amount of players by default?
It'll be like scripts 3.4.4, I seem to recall, so yes: by amount of active xwis players in the channel.

Subject: Re: Question about server lists
Posted by StealthEye on Thu, 08 Oct 2009 16:26:23 GMT
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Favorites are indeed confirmed. Sorting will not be as in 3.4.4. It will have a few sorting rules:
- Sort favorites on top.
- Sort by dedicated/passworded/clan/version/map mismatch flags (Not sure in what order that happens currently).
- Sort by ingame player count.
- Sort by max player count.

Subject: Re: Question about server lists
Posted by raven on Thu, 08 Oct 2009 16:27:22 GMT
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StealthEye wrote on Thu, 08 October 2009 11:26Favorites are indeed confirmed. Sorting will not be as in 3.4.4. It will have a few sorting rules:
- Sort favorites on top.
- Sort by dedicated/passworded/clan/version/map mismatch flags (Not sure in what order that happens currently).
- Sort by ingame player count.
- Sort by max player count.

Excellent, thanks

Subject: Re: Question about server lists
Posted by Omar007 on Thu, 08 Oct 2009 20:14:39 GMT
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raven wrote on Thu, 08 October 2009 18:27StealthEye wrote on Thu, 08 October 2009 11:26Favorites are indeed confirmed. Sorting will not be as in 3.4.4. It will have a few sorting rules:
- Sort favorites on top.
- Sort by dedicated/passworded/clan/version/map mismatch flags (Not sure in what order that happens currently).
- Sort by ingame player count.
- Sort by max player count.

Excellent, thanks
Agreed, but the 'Sort by MAX player count' seems pretty useless. Seems that when a server runs 62 players but is empty shows on top then. Who would join that? >.>

Adding the favorites is much appreciated here ^^

Subject: Re: Question about server lists
Posted by jonwil on Thu, 08 Oct 2009 22:53:55 GMT
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it will only be sorting by max player count after its sorted by ingame player count (so 3 servers with 5 people in them will be sorted by max player count)

Subject: Re: Question about server lists
Posted by StealthEye on Fri, 09 Oct 2009 08:51:34 GMT
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It's true that servers with a 126 max player count will end up on top though. Don't really think that's desirable. However, I don't think there's something better to sort on... Perhaps just random.

Subject: Re: Question about server lists
Posted by Goztow on Fri, 09 Oct 2009 10:10:04 GMT
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StealthEye wrote on Fri, 09 October 2009 10:51It's true that servers with a 126 max player count will end up on top though. Don't really think that's desirable. However, I don't think there's something better to sort on... Perhaps just random.
Sort on max player count ascending. Meaning if 2 server have 20 players in it each, the one that's most filled will be just above the other one. It makes sense. If I want to join a server with 20 players in it rather than a server with 30 players in it, I'll choose the one that's closest to full with those 20 players.

This should be very rare anyway, as it's the 4th element in the line.

Subject: Re: Question about server lists
Posted by StealthEye on Fri, 09 Oct 2009 11:02:43 GMT
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It's not that rare Gozy, since most servers are:
not favorite
dedicated
non passworded
non clan
compatible
0 players ingame

So it's mostly about sorting the empty servers...

Subject: Re: Question about server lists
Posted by Goztow on Fri, 09 Oct 2009 11:09:47 GMT
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Ah yes, didn't think of that . I'd say completely random then for empty servers, otherwise you might get tons of 126 players (how will you sort those then). On title isn't a good idea either, otherwise you'll get titles like "! ! ! ! ! ! ! ! ! ! ! ! ! ! !".

Subject: Re: Question about server lists
Posted by Jerad2142 on Fri, 09 Oct 2009 15:01:47 GMT
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- Sort by dedicated/passworded/clan/version/map mismatch flags (Not sure in what order that happens currently).

I'd hope that player count would be primary beings like 90% of all the on-line servers are always empty. You can see all the servers containing players without even scrolling, which is a little disappointing (it was only last year that you would still have to search a little bit to see all the servers containing players).

Subject: Re: Question about server lists
Posted by Goztow on Fri, 09 Oct 2009 15:07:12 GMT
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Passworded never need to be shown on top, nor need non dedicated serevr to be: people that want to join those are looking for them. So what Seye says makes sense .

Subject: Re: Question about server lists
Posted by Jerad2142 on Fri, 09 Oct 2009 16:02:07 GMT
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Goztow wrote on Fri, 09 October 2009 09:07Passworded never need to be shown on top, nor need non dedicated serevr to be: people that want to join those are looking for them. So what Seye says makes sense .
People can invite you to the game, I've gotten invites while I've been sitting in the lobby before.

Subject: Re: Question about server lists
Posted by Goztow on Fri, 09 Oct 2009 17:35:12 GMT
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your point being?

Subject: Re: Question about server lists
Posted by Jerad2142 on Fri, 09 Oct 2009 17:37:42 GMT
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StealthEye wrote on Fri, 09 October 2009 10:51It's true that servers with a 126 max player count will end up on top though. Don't really think that's desirable. However, I don't think there's something better to sort on... Perhaps just random.
Goztow wrote on Fri, 09 October 2009 11:35your point being?
Goztow wrote on Fri, 09 October 2009 09:07Passworded never need to be shown on top, nor need non dedicated serevr to be: people that want to join those are looking for them. So what Seye says makes sense .

Organize by population, have the people that are looking for you send you an invite. I'd much rather not look at Renegade's bounty of empty servers.
I'd think it made a lot more sense to sort empty servers by ping.

Subject: Re: Question about server lists
Posted by Omar007 on Fri, 09 Oct 2009 20:38:55 GMT
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Jerad Gray wrote on Fri, 09 October 2009 19:37StealthEye wrote on Fri, 09 October 2009 10:51It's true that servers with a 126 max player count will end up on top though. Don't really think that's desirable. However, I don't think there's something better to sort on... Perhaps just random.
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Organize by population, have the people that are looking for you send you an invite. I'd much rather not look at Renegade's bounty of empty servers.
I'd think it made a lot more sense to sort empty servers by ping.
Second that

Subject: Re: Question about server lists
Posted by Goztow on Fri, 09 Oct 2009 20:48:48 GMT
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Except that ping requests can be, you guessed it, manipulated.

Subject: Re: Question about server lists
Posted by EvilWhiteDragon on Sun, 11 Oct 2009 01:42:54 GMT
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Jerad Gray wrote on Fri, 09 October 2009 19:37StealthEye wrote on Fri, 09 October 2009 10:51It's true that servers with a 126 max player count will end up on top though. Don't really think that's desirable. However, I don't think there's something better to sort on... Perhaps just random.
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Organize by population, have the people that are looking for you send you an invite. I'd much rather not look at Renegade's bounty of empty servers.
I'd think it made a lot more sense to sort empty servers by ping.
It's pretty easy, things like clan,non dedicated, passworded servers are generally not intended for everyone so are moved down on the list. so on top you have the servers you're most probable to

join. At the very top you'll have servers which are your favorite. After that you'll get the servers sorted by playercount.

Subject: Re: Question about server lists
Posted by Jerad2142 on Thu, 22 Oct 2009 16:48:04 GMT
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Goztow wrote on Fri, 09 October 2009 14:48Except that ping requests can be, you guessed it, manipulated.
Yeah and unless it manipulates how well the game play runs I'd drop out of that shit pretty quick once I start jumping all over the place. And out of all the things people can do to f*** with people, I highly doubt setting up an empty server with a fake high ping is one of them.

What I was saying above was that empty servers would be sorted by ping, but any server with even just ONE player would be sorted by player count rather than ping.

Subject: Re: Question about server lists
Posted by Sladewill on Fri, 23 Oct 2009 10:09:13 GMT
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Would this sorting also include players connected directly or from gamespy, coz thats really annoying when u think a serv isnt full, but it is :S