
Subject: Re: Server owners, or servers in general...
Posted by [Goztow](#) on Fri, 14 Apr 2006 21:14:30 GMT
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Aircraftkiller wrote on Fri, 14 April 2006 13:36A restaurant is something the client would pay to eat at. The establishment doesn't pay the client to eat there, which is what's happening with game servers: You're paying for people to play there. While you do set up the rules, be aware that having a server is not just a "It's my way or the highway" kind of situation. It's an, almost unspoken, agreement between the server host and players - you agree to let them play under the terms of service (rules) and they agree to follow them or leave somehow, whether it be by banning or kicking.

Without servers, there'd be no way to play the game. Without people playing, the servers are useless. One would think, with Renegade's sorry state of player levels, that servers would do anything they could to attract more players instead of driving them away. This conclusion is supported by the a000352389a nicknames, because there's too many servers and not enough players. With this situation, having more than a few rules is just stupidity. You can run your server however you want, just don't expect us to play in it if you're going to limit what we can do. There's a hell of a lot more servers out there.

Renalert or however it's called now doesn't have that problem. Last time I checked there were 2 server with 10 players in it. GG
