
Subject: Re: a000 nick discussion redux

Posted by [EvilWhiteDragon](#) on Fri, 13 Oct 2006 12:21:42 GMT

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fI00d3d wrote on Fri, 13 October 2006 02:06 EvilWhiteDragon wrote on Thu, 12 October 2006 17:19 fI00d3d wrote on Thu, 12 October 2006 21:16 If that were her reason for not making it a priority that would be selfish. There has to be more to it than that. But I do think that a quick switch to something like "Sort by Ping" would be pretty easy to implement. Probably one line of code I'd imagine. I don't mind people like Crimson having high level nicks and their servers showing up at the top. But when people hoard them or waive them around like they're a rare jewel ... that's straight up WRONG. And we've been seeing more and more of that. Anyway, back on topic ... the server has been doing well and seeing many new faces. We had some good games yesterday (8v8).

FI00d3d, if you think renegade is such an ease to decode (translate asm to C or such thing) then why not do it for yourself? It has to be said, it isn't that easy, even rather hard.

And you sid it is selfish of crimson not to make it a priority, but by your anology I could state the same about you, you would be selfish because(I guess) you don't have a a000000 nick, personnally even if BlackIntel didn't have 3 a000000 names, I would still prefer renguard fixed up then fixing the listings.

OK, brotha ... back off. Just chill. I wasn't trying to take a stab at anyone.

First of all, I know enough about programming to know that when things are set to sort they're usually specified by a single value or variable. Under this assumption, I suggested that it is PROBABLY just an easy switch. Do you know otherwise? Because to be completely honest, even *IF* it were terribly hard for them to switch what was being sorted, that would be an absolutely terrible design flaw on their end to program such intricate code that has no flexibility in times like these. Don't try to be a self-proclaimed expert ... and God knows I sure as hell didn't. But don't treat me like an idiot either.

As for the nicknames, I've had a problem with the sorting method for quite some time. If things were sort by [lets say] ping then that would be something that was more in the control of each server owner than a '\$200/mo xwis login' that was hoarded by a group of people knowing it was worth something. It should have NEVER been like that. I'm not being selfish at all. I want the server owners to be able to list their servers and compete on a fair level for players, etc. It is not that way right now - there is a very unfair advantage to those that have good xwis logins whether you want to accept that or not. And to be completely honest I think the XWIS folks know that and just don't give a damn.

I hope this is fixed sooner than later, but in the meantime I have a handful of nicks that we can use for our servers.

EvilWhiteDragon: please don't come at me like that when I'm sincerely looking out for a general interest. I wasn't trying to start a flamewar over it.

First: sorry for my harsh reply

And the sorting will probably be determined by some switch, but I think it will be rather hard to find the switch in asm code. It might be possible to get it from the LFDS, but I doubt it having a way to

get the server listing. If anyone of us had the renegade source code it would probably be easy indeed, but as we don't it will be a lot harder than just switching the switch.

I have to agree it is insane that people want to spend so much money on just some a000000 name. I even feel it is a pity that there are still new servers are being setup, since there will not be an increase in players anymore. Even if half of the servers would be down there would still be enough for all of the players I think.

Besides, we've had a long time in which we didn't have a000000 nicks to start with. Though we still got quite some users there, only it was a bit harder to get it filled in the first place. Personally I think server should be listed based on the real player count. Or based on player to server ping instead of xwis to serverping, but that would be rather hard I expect as that would require quite some hacking in renegade. You could ofcourse make the sorting random, but that way it would be totally impossible to get some loyal players, as they would have to search for the servers every time. I don't think anyone would like that. It would not be such a bad idea, if just the buddy list would work properly, but XTF doesn't seem to care about that. If even he cares about renegade at all.

You are right in terms of it being somewhat unfair, but still I did rather see RG fixed than the listings at this point in time, as you might understand. So I think that Crimson has a point with the low priority.

ghost wrote on Fri, 13 October 2006 02:27 Without the a000 nicks BlackIntel servers would be dead. As they were before. Now they get good amounts of traffic.

Yeah right that's probably why you wanted to be a mod and even an admin so badly. And at this point we are getting a reasonable amount of players that keep coming back.

Btw, why are you trying to stab us in the back? I have some possible evidence of you lying and even you committing fraud, or at least trying to. And I expect that if I would dig a bit deeper that you would either have cheated in renegade or are cheating in renegade, but as I don't have enough evidence (to MY standards) I will not try to disgrace you.

jschultz9 wrote on Fri, 13 October 2006 03:16 So are you comparing black intel with your buddy matix, AKA the-pwnerer. Because without the a000 name he has from Kam, rencorner wouldn't exist. and that's proven by the people that play in his server.

Back on topic:

A random sorting of the servers would be ideal actually. All in all fairness to all server owners. Chances are though, by the time this happens a lot more people will have lost their interest in Renegade. But let's hope that doesn't happen, because with TFD on the shelves, there's still a lot of n00bs in training:LOL

Renguard should be a priority. You don't have to have a really high a000000 nick to get traffic. {WG} server is not very high up, but we get a decent amount of traffic for it being a clan server.

First: Thanks for your support

And secondly, read my comment on randomizing the server listings
