
Subject: Server opinions

Posted by [Xylaquin](#) on Sat, 20 Apr 2024 19:49:41 GMT

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I'm sure the server owners have been debating some of the below points in the server section, but for us non-server owners... what would your ideal server look like?

If I ran a server it'd be pretty vanilla, with a few quality-of-life additions. I'm not quite certain of the ideal player count, probably somewhere between 32-64.

It wouldn't be a marathon server, I'd probably make it 45-60 minutes. I find marathons a drag if they last longer than that.

Maps

All the stock maps, including Walls and City non-flying just for the change of dynamic, plus a few non-stock maps. The rotation would be reviewed each month, drawing on statistics showing which maps are skipped and which maps are particularly popular. At the start of each round players are asked if they want to skip the map or not, on my server they would be forced to vote (I've seen far too many skip-map votes fail because the threshold is never met!)

Customisations
No custom sounds - the novelty wears off, the text wastes space in the chat feed and the custom sounds are rarely relevant to what's being discussed or going on.

Trial having no kill feed - when you've got over tens and tens of players on the server the kill feed just gets in the way of the chat feed... and when I think about it, when do you ever need the kill feed? If I kill someone I'll see it or hear it (BOINK!) If lack of kill feed proves detrimental, then plan B would be to segregate it to a different corner of the screen.

HD purchase terminal icons - they look good, perhaps they should even be patched into the game itself for all maps

Voting

In addition to the map skip vote at the start of the match, players can call a vote during the game as well.
vote skip - if later in the game they decide they want the match to end.

vote mute - if you initiate this vote against someone on your own team, and the vote succeeds, that person won't be able to use F2 or F3 chat. If a mute vote is initiated by the other team (or vice versa) and the vote succeeds, then the person won't be able to use F2 but won't be cut-off from their team. Mute lasts 12 hours.

vote kick - if you initiate this vote you must also type a reason. In game mods get a third option when the vote happens: overrule.

vote map - initiates a vote on what the next map should be

Overflow arrangements

At the time of writing, RenCorner is the main server people play on and has a 50 player limit. They've set the playercount to show 51 in the server list so you think there's a slot left, but when you join you get redirected automatically onto W3D Hub's server. I get the idea behind this overflow trick, but because Renegade's online playerbase is usually just above the 60 mark, you never end up with more than 4 or 5 people on the overflow server. At most they'll stay for a few minutes, then try join RenCorner again.

I'm not sure how I'd tackle this one. Possible solutions I can think of at the moment: At first I thought having the player count at 40/41 would mean the overflow gets 10 extra players... but it

really depends on how quickly players are showing up to the server.

If all the UK/EU players went onto a UK/EU server, and the numbers were split that way, you wouldn't have everyone trying to cram into one server, plus pings for us UK/EU lot would be halved!

The problem with this idea is... there's already EU servers there that we're not joining because they're empty. I figured that most players aren't loyal to the server, it's just a case of going where they see the numbers: so what if I launch Renegade earlier than I'd normally do and join an EU server... then as more players load the server listing they'd join and as a result I've managed to shift this evening's players onto a different server. This tactic requires more than one person though, and it doesn't favour me in the UK since the EU guys are one or more timezones ahead- they join the server list earlier by default.

The best solution ofcourse would simply be to get a bigger playerbase. We're working on that...
