
Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Alkaline](#) on Sun, 26 Sep 2004 03:47:39 GMT

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Make it so that server listings are listed by most players in the server and not the hostname as default.

cheers nightma, I'm sure you'll be the first to reply.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Aircraftkiller](#) on Sun, 26 Sep 2004 04:05:49 GMT

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That wouldn't stop them for long. Then they would change their servers to lie to WOL, telling it that it can host 128 players.

After which they would set up a script to kick anyone joining over their normal server limit. It's the same old shit just regurgitated into a new system. Find another game that doesn't suck as hard as Renegade, or deal with it by hitting that little button that changes the listing to player count by yourself.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Nightma12](#) on Sun, 26 Sep 2004 05:44:12 GMT

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Quote:cheers nightma, I'm sure you'll be the first to reply.

Imao

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Demolition man](#) on Sun, 26 Sep 2004 07:01:10 GMT

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AircraftkillerThat wouldn't stop them for long. Then they would change their servers to lie to WOL, telling it that it can host 128 players.

After which they would set up a script to kick anyone joining over their normal server limit. It's the same old shit just regurgitated into a new system. Find another game that doesn't suck as hard as Renegade, or deal with it by hitting that little button that changes the listing to player count by yourself. eh sort by players IN the game not that it can host

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Weirdo](#) on Sun, 26 Sep 2004 10:02:01 GMT

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Sort on ping, I think that's harder to trick.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [kurt421](#) on Sun, 26 Sep 2004 12:09:18 GMT

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ACK i think he means the actual number of people in game.

this is one of the best ideas ive heard.... will stop the annoying a00000 trend.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Nightma12](#) on Sun, 26 Sep 2004 12:13:06 GMT

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am i the only person who dousnt support this? :S

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Scythar](#) on Sun, 26 Sep 2004 13:18:26 GMT

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Nightma12am i the only person who dousnt support this? :S

I hope so

If you could indeed sort the players by the actual amount of players in the server, it would be very nice.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Xtrm2Matt](#) on Sun, 26 Sep 2004 13:22:20 GMT

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Is this a war to see who can get the most populated server? If I turned my server back on, and I listed in:

Players

Ping

Hostname

I'd always be at the top in:

Ping (My server is the best ping on WOL for me, kthxdieplz)

Hostname (not the VERY top, but near)

Players (If it's full)

Either way, I'm not bothered.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Alkaline](#) on Sun, 26 Sep 2004 15:36:38 GMT

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AircraftkillerThat wouldn't stop them for long. Then they would change their servers to lie to WOL, telling it that it can host 128 players.

After which they would set up a script to kick anyone joining over their normal server limit. It's the same old shit just regurgitated into a new system. Find another game that doesn't suck as hard as Renegade, or deal with it by hitting that little button that changes the listing to player count by yourself.

Alkaline

most players in the server

So even you have 128 players and its empty it won't show up on top. It would go by most players actively playing in the server.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Alkaline](#) on Sun, 26 Sep 2004 15:37:31 GMT

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WeirdoSort on ping, I think that's harder to trick.

Ya but with 70% of servers on SM, they practically all half the same ping

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Aircraftkiller](#) on Sun, 26 Sep 2004 15:50:32 GMT

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You can't set up the game to do that, it's hard coded.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Alkaline](#) on Sun, 26 Sep 2004 17:37:17 GMT

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Aircraftkiller You can't set up the game to do that, it's hard coded.

it can be changed even though it is hard coded. CP1 should make this change.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [mac](#) on Mon, 27 Sep 2004 06:36:09 GMT

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No changes are being done to CP1 at this point. It's been done for a few days, and waiting for Crimson to launch the public beta test.

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [Rex](#) on Mon, 27 Sep 2004 08:56:40 GMT

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Maybe you could fix that in the next version..

I also think it should be set to ping (even though most servers have the same ping (which is a bug i guess...))

btw... shouldnt this topic be in the BHS forum instead of RG?

Subject: Core Patch 1 EXTREMELY Important suggestion

Posted by [icedog90](#) on Mon, 27 Sep 2004 23:17:39 GMT

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The beta test of CP1 is of course going to be a lot better than the preview version Fanmaps.net hosts?

I think I'm the weirdest out of all of you, I sort by "laddered."
