Subject: Re: The Pointsfix and the Game Listings
Posted by Gladiator on Wed, 07 Oct 2009 01:43:26 GMT
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This thread is fucking ridiculous.

As you somehow attempted to link game listings to the pointsfix, I'll address both.

The major servers all have their own huge fanbases. I doubt at this point the player count has little to do with hostnames. There are very, very, very few new players incoming, so most Rene players have already established their normal spots. I can think of a few arguments to support this but I'll pick the easiest and, I think, most relatable.

When we (Jelly) make changes to our servers, our player count and bandwidth fluctuates as a direct result. Always. Sometimes better, sometimes worse. I know I don't need to go into detail more because I know other server owners know what I mean, but I'm trying to make a point - players voice their opinion by choosing where they play. A few months ago, Olddust made some significant changes to our marathon server - with the result being that average bandwidth use increased over 75%. Clearly, players choose where they play based on more than host names.

Now, to relate to pointsfix:

Removing the pointfix from AOW1 had a similar effect on bandwidth (huge increase). Same with on Mini years ago (also a significant increase).

You know my stance on the pointsfix - I personally dislike it but that doesn't mean I'd like to see it gone. I think it should be left up to the players to decide - and thus, by extension, the servers. And, as Hex pointed out, if you want to make it mandatory, fine. We want to remove it, so you do what you have to do and we'll do what we have to do.