Subject: Re: Beta TT test server!
Posted by EvilWhiteDragon on Tue, 22 Mar 2011 11:28:02 GMT
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ExEric3 wrote on Tue, 22 March 2011 11:50EvilWhiteDragon wrote on Tue, 22 March 2011 09:35
I'm not sure how that would be of any help tbh? You mean so other servers wouldn't be able to go
online/ get any players at all? That seems a bit like overkill to me, not to mention the bad blood it
would set with the serverowners.

Yeah something like that. Bad blood I think is already here. Nice example first and second beta
test. I dont think its communication fail. People just starting ignoring TT because it take too much
time and first beta didnt show us much at least for end users. (I know its beta and client side is
needed or required also).

If TT patch should be official I dont see here any problems only forcing all players to one server
for some short time to collect all important data, crashes, bugs etc.

Sad thing of TT is that there isnt a lot of visible changes anyway. Most changes will not be noted,
because they're bug fixes. It's visible that the game will crash less for example, but that's
something a lot of people won't notice. They will however notice when the game crashes.