
How do we get more public on??

Posted by kaTana - 2008/02/05 00:37

Hi all,

Our server ranking has dipped recently, and we have seen a decline in the number of public on our server:S . Does anyone have any ideas how we may encourage more public on and potentially new members? I am out of ideas:(. It's probably a balance between what we want to play and whats popular. Please post your suggestions.

No ORCA, calling the server " Hot Titty Babes" is not an option!!

Here's some food for thought.

This is a snapshot countup of servers with more that 10 playing.

	Ranked	AWE4	Modded
TDM	162		9
S&D	55		4
HQ	42		0
DOM	28		0
DM	26		0
SAB	23		1
CTF	NA		2

Re:How do we get more public on??

Posted by Heathen - 2008/02/05 12:49

The Mellow Gents have exactly the same problem with a distinct lack of public players joining, Deadly Forces is the complete opposite due to only one tiny detail, all our public servers are 1.2.

I have no idea why they are so popular pretty much 24/7 but they are completely bursting full to the point that Df members have to use a private password just to get on! Having spoken to Ebola (DF Clan Leader) about it he has said that our latest patched servers are always dead and no matter what gametype he tried this didnt change.

Well that's my 20p worth, I have Copied and pasted CoD4 twice in different places on my C drive and patched each one seperately (very easy) so I have 1.2, 1.4 and 1.5 so im free to join any server no matter what the patch.

Failing that I think "Hot Titty Babes" as your title would have the same affect try it! :woohoo:

Re:How do we get more public on??

Posted by ORCA - 2008/02/05 13:51

In discussion with kaTana we think that the reason that the server has died recently is our server has been upgraded to 1.5. We can only suspect that people dont want to upgrade to 1.5 due to there favourite servers havent upgraded yet.

On the stats in the above post we have the following proposal. For a test we would run our server as a Team Death Match server for a couple of days to see if that can draw in some new blood, as mixed mode seems to only attract tumbleweed :swear:

Can Clan members please post to say if you agree or not.
:army:

Re:How do we get more public on??

Posted by Pooty - 2008/02/05 16:19

Yeah that sounds fine to me..... would we have to go back to patch 1.4??

If we can get several people who come back again and again... hopefully they'll enter in the banter with us (abuse Eddie!) and they'll wanna join... Last night was ok when u opened shipment for TDM... seemed a few in....

:silly:

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Re:How do we get more public on??

Posted by kaTana - 2008/02/07 00:43

It seems like the Mellow Gents are having the same problem. I suggest that we gate crash their server at lean periods. They are a good bunch of lads, and play mixed hardcore.

Some of their members have already been on our server and boosted our numbers (their clan tags are >EsqEsq< Mixed Server address 193.93.47.119:28961

Please add this to fav.

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Re:How do we get more public on??

Posted by SM0Ggie - 2008/02/07 16:44

I think if you get enuf clan members on the server get a few to remove there tags so it looks like u have members and public playin, this way it might get more people on when they see a mixture of both playin. We did this on the BVA servers a few years ago when the numbers were low and it made a difference. Personally I like servers with more members playin but new ppeople to FPS cud be put of. :)

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Re:How do we get more public on??

Posted by kaTana - 2008/02/08 23:57

Hardcore seemed to go down well with the public last night. Is this something we should stick with for a while? We need your input here guys.... Give us your opinion.

The only thing I don't like is the reduced health. It seems to balls up the gun dynamics. Take the sniper rifles for example. The single shot rifles are one shot kill, and the semi autos 2 shots. However, in hardcore mode, all the rifles are one shot, so you may as well have a semi auto. Also the G3 Assault is also a single shot, so you may as well forget the snipers altogether.

Appart from that, the other changes don't bother me, although not being able to tell where the nades are can be a little annoying. However, thankfully spam nading is not something we suffer with too much on or server (except ORCA obviously:laugh:)

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Re:How do we get more public on??

Posted by Heathen - 2008/02/09 15:03

Personally I love the Hardcore setting as it makes players sneak around abit more and play more tactically, and although I see your point about the sniper rifles there's nothing worse than lining up a perfect sniper shot on non hardcore, shooting someone just to have them carrying on running as if nothing had happened!

A comparable unrealistic trait of non hardcore snipers is pretty much every other non hardcore gun take the RPD Heavy Machine Gun for instance, I try using this in non hardcore and have to use the 'Deep Impact' perk just to make it as powerful as for example the P-90 (which players fly around spraying everything with in non hardcore)and in close quarters I still lose 9/10 1 on 1's with it against supposedly much less powerful weapons.

As for knowing where the nades are it does kind of defeat the object of having them if peeps know which way to run to avoid them ;)

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