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A new server? Do we have time/money? Posted by JOE515 - 24 Oct 2011 10:04

I was wondering as someone asked me the other day does TWK have a jailbreak server, i obviously said no but, what are the odds of us being able to set/purchase one?
Also do TWK even want a JB server?
Re: A new server? Do we have time/money? Posted by Penguin - 24 Oct 2011 10:06
l like JB servers so I would love twk to have one
Re: A new server? Do we have time/money? Posted by FrogyFace - 24 Oct 2011 11:12
JB is fun [®]
But i dont think we(twk) have the money to set it up
Re: A new server? Do we have time/money? Posted by Tunes - 24 Oct 2011 13:25
have a faint idea that jailbreak was voted down a few time ago, about the money and stuff, there is still some processing power left in our actual dedicated server.
Re: A new server? Do we have time/money? Posted by Gimp - 24 Oct 2011 14:56
wasnt there some discussion of changing the empty servers to something? eg surf dm and skills surf

Re: A new server? Do we have time/money? Posted by colin1uk - 24 Oct 2011 15:13
we have discussed this several times about changing servers etc , jailbreak is a no no , reasons brought up were , it needs to be a established jb server as its hard to find new players, needs 24/maintenance etc , also a few other reason were brought forward.
we will be changing 2 servers from surf skill to dm and hopefully a mini games one also.
Re: A new server? Do we have time/money? Posted by deN - 24 Oct 2011 15:14
Gimp wrote:
wasnt there some discussion of changing the empty servers to something? eg surf dm and skills surf
It was yes, and it would be great if we got a server like that, but i agree with the things that were said, as we should focus on populating the servers we have atm, but who knows, maybe its possible to set it up
Re: A new server? Do we have time/money? Posted by PeanutAlmighty - 24 Oct 2011 17:55
I'd love a JB server, also strengthens the community A LOT, and surely I'd of thought it would have as many problems as a mini-game server?
We have enough active Admins, I'm sure. The problem isn't the amount of admins, it's how recognised they are. I remember the JB debate, and most people said no, maybe start up a poll, see if it's worth the time and effort?
The problem with JB servers is that if there are not enough people playing, no one does, they are very hard to keep popular, as you need constantly around 12+ people playing, and the state some of our servers are in, I'm not sure weather it will work.

Re: A new server? Do we have time/money? Posted by substick - 24 Oct 2011 19:15

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