

ZM Server

Posted by Demoniac - 05 Nov 2009 08:23

Now that we have a great Zombie Mod server, how should we populate it? I've been on a coupla of times and had a great time, but there's to few players who know about it...

Any suggestions on how to do this? 🤔

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Re: ZM Server

Posted by VoGon - 05 Nov 2009 08:40

We are working on it mate, first we need to eliminate the random crashes we were experiencing (we're getting there as DS is working tirelessly on it and working closely with the developers of the mod to try and get to the bottom of the issue). Then its just a question of getting people on it really. I believe that it will be another highly populated one as soon as we sort all the issues.

As I have seen its a server that populates itself when few are on so for now the best idea is to invite your friends over (and if i'm online at the time and I have time I will certainly have a play on it as most will 😊)

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Re: ZM Server

Posted by Jonesy - 05 Nov 2009 14:36

Ill be sure to drop in.

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Re: ZM Server

Posted by Demoniac - 05 Nov 2009 20:45

VoGon wrote:

We are working on it mate, first we need to eliminate the random crashes we were experiencing (we're getting there as DS is working tirelessly on it and working closely with the developers of the mod to try and get to the bottom of the issue).

Oh, so that's why it disappears from time to time... 🤔

Well, you're doing a great job (DS and VoGon), I'll try to help and populate it 😊

Maybe we could decide a set time when some of us will join. I donno just brainstorming 🤔

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Re: ZM Server

Posted by Lee.H - 05 Nov 2009 22:57

Normally when we join the server, we get a few people in a matter of minutes, and they just keep coming 😊

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Re: ZM Server

Posted by VoGon - 06 Nov 2009 09:26

Tbh, I cant commit myself to a time frame to be there (so much to do and so little time...), but I think its a great idea to have a "Zombie Night", you dudes could go ahead and think of a day and time to be there regularly, and Lee is right, as soon as some are there it fills up easily.

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Re: ZM Server

Posted by Tunes - 06 Nov 2009 11:29

One of the things I noticed about Zombie servers.. is that most of them are for 100 players... due to server hogging, having more than 30 with all other server full would result is something very sloppy

Just a thought

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