

## **Basics of Server Etiquette for New Players**

Originally posted at "Wings of Valour" and here reprinted  
with some additional feedback from members of the Red Baron community.

"RAF\_Pepe LePeu, great list!! Thanks for posting it!", JG1Klaiber\_J6  
"Great List Stinky! I copied and saved it for future use.", LE\_Heureux  
"Great Stuff Peu! But what about the people who LOVE sheep?", LE\_Heureux  
"...what does the opinion of a skunk count for anyway?", Don E. Brooke  
"Quaaack!!", BA°Duck  
"I...refuse to fly downwind of the rancid weasel...", RFC13\_Fruitbat  
"Well you, sir, are a Booger!", BA°Dirt Dart

Many new RB3D players are a bit intimidated to join in on the public servers because they are not sure of the rules or codes of conduct so I thought I would outline some basics here. Please note that some servers have specific rules and you should go to the squad web site to get familiar with the rules before playing. You may also ask any player in the server if you have a question. The points I have detailed below are probably the strictest interpretation of the generally accepted codes of conduct. They are NOT carved in stone anywhere and each player should bear this in mind. I have tried to touch upon some alternate viewpoints (ie incorrect, baseless and entirely without merit) that were posted in response to my original listing.

### 1) JOIN THE SIDE WITH THE LEAST PLAYERS

I know you may like to fly Allied but if the hun side has only 4 players and the Allies have 10 then join the huns to help even out the teams. Players come and go and teams fluctuate. You will get a chance to change soon but in the meantime you will learn something by flying a new plane.

### 2) NOT EVERY PLANE BOMBS. NOT EVERY PLANE CAN STRAFE

Many servers only allow specific planes to bomb, strafe or rocket ground targets: for example only monos, or only N17 and Alby DII. Before you start bombing targets in your Spad or DR1 ask your team "What bombs here, please?" The PJ666 server is sort of unique in that it DOES allow strafing of AA and MG nests by scouts (as of the time this was written) but most servers either prohibit scouts from strafing or allow all planes to both strafe and bomb. I think it is best to leave strafing of ground targets to the designated bombers (unless all planes bomb.) The problem is not with YOU it's with the three guys that see you carefully taking out AA nests and figure it's OK to use their N28s and SE5As to gleefully bomb, rocket and strafe everything in sight. And YOU started it.

### 3) DON'T ATTACK OR BOMB PLANES ON THE RUNWAY OR TRYING TO TAKE OFF

It is bad manners to attack someone who is trying to take off, and not fun for the person on the ground. To be fair, let them get airborne and wait until they make their first turn before attacking them. Even better is to ask them if they are ready. Anybody can shoot down an enemy by jumping him as he takes off. It takes a skilled pilot to down an enemy who has been allowed to get some altitude and turn to face you.

One school of thought says it is OK for designated bombers to attack enemy planes on the runway. They feel that they are at a disadvantage in a bomber and should therefore be allowed to bend the rules to their advantage. I do not agree. Players joining the game see people being attacked on the runway and join in using scouts as well. Pretty soon the game degenerates to a furball at the end of the runway and people get fed up and leave. All because you decided to attack a grounded plane. Let them roll and kill them after the first turn in my opinion. Better yet, run away. If you're a bomber you should be bombing. Eventually you will run out of ammo after you shoot him down a couple of times then you will be dead and the target will still be up. Also, most servers SPECIFICALLY PROHIBIT attacking planes on the runway. Remember this regarding strafing on the runway: It's not YOU that's the problem but the other three guys who follow your example of strafing on the runway...

When bombing I am faced with this choice frequently -- someone spawns at the drome I am bombing -- do I bomb, fight or run? It has taught me to be stealthy and it has taught me to kill dromes fast. It has taught me to fly the N17 and DII better. It has also taught me to send the wingmen in FIRST to draw defenders away from the drome. If the wingmen simply toy with the defenders the defenders are out of position but do not get shot down and thus do not respawn. This leaves the drome clear for the bomber to get in and out safely and nobody gets shot down at the drome AT ALL. Others will disagree with my viewpoint but they probably molest sheep and likely do not practice good oral hygiene.

#### 4) DON'T SHOOT WHILE TAKING OFF

If you are the person taking off, get some air and then KEEP CLIMBING STRAIGHT WITHOUT SHOOTING until you have some altitude. When you are ready to fight you can turn around and come back. Don't fire from the runway please or someone will shoot back at you and then the whole game turns into a series of 3 second flights punctuated by shootdowns at the end of your runway. This is hardly sporting and you don't learn much if you don't get airborne.

#### 5) DON'T BE A "VULCHER" BY PUTTING THE LAST BULLET IN SOMEONE'S KILL

Often a skilled pilot will spend 10 minutes getting altitude, 10 minutes patiently tracking an enemy, and another five minutes battling them down to nearly ground level. By all means come to their rescue if the battle is going against them but if they are on the enemy's six, let them finish their battle on their own. It is disappointing to shoot the wings off an opponent and then have some opportunistic player put a few bullets in the wingless crate as it plummets to the ground and end up getting credit for the kill. If you do happen to do this in the excitement of battle be sure to Salute your opponent and tell everyone in open chat which pilot really deserves the kill credit. This happens to everyone once in a while so don't be too quick to accuse someone of being a "vulcher"-in a team game your team may save your butt by finishing off an enemy quickly so you can run before the next wave of enemies drops down on you from the clouds. Also remember that Internet lag may mean YOU see a wingless crate plummeting to the ground but your team sees an enemy with all his wings making an evasive dive.

#### 6) DON'T "WAIT OUT" THE KILL IF YOU ARE FORCED DOWN

If you are defeated in air combat and are forced to land far from your airdrome due to damage then Salute! your opponent and either hit B to blow your plane up or "Start New Life" to give them the kill credit. If you can still roll then by all means try to drive home but if you can't then accept the fact you are defeated and don't wait for them to fly away. If you do they will not get credit for the kill and this is poor sportsmanship. It is also not sportsmanlike to land in no-man's land, wait for the opponent to fly away, and then take off again and run back to base.

#### 7) NO ROCKETS AIR-TO-AIR PLEASE

Some servers allow "anything goes" but most do not. Leave the rockets and bombs for the bombers. If you are out of ammo then RTB and get some more. If you have used it all up on your opponents then don't expect any mercy -- you should have aimed better and planned your escape route before you clicked empty. Also, rockets create smoke graphics which can spoil peoples frame rates and cause freezes. It is tempting to use a rocket if you are out of ammo but in reality rockets in WW1 were mostly flares that were used to ignite observation balloons. Rockets were not used on ground targets or on other airplanes. If someone rockets you keep in mind it MAY be accidental. The R (rocket) key is right beside the E (enemy) key. If you don't want to risk rocketing someone by accident, some players fire off their rockets into the ground and away from other players before entering battle. It may prevent accidental rockets but it may also mess up framerates while you do it...

#### 8) IF YOU FLAME THEN "START NEW LIFE"

Flame graphics degrade server performance to the point that other players get booted out. If your plane catches fire then please hit ESC and "Start New Life" as fast as you can to avoid getting your whole team kicked off the server while they are at a critical moment of offense or defense. Unlike SP (single player) you can not extinguish flames by diving in MMP (multiplayer). You are dead so Start New Life and salute your opponent. Also, if you see someone "riding a flamer" they are probably a new player. Suggest to them that they do not do this and educate them rather than berate them for their transgression. Send them a copy of this document if you like. You were a new player once and someone had to tell YOU not to flame, right?

#### 9) APOLOGIZE FOR EVERY COLLISION

It takes two to crash and often factors like lag, stalls, damage or high speed make avoiding a collision impossible for you or your opponent. Sure he hit you from behind, but how do you know your plane didn't freeze for a second due to Nets or lag, making a collision unavoidable? Don't argue, just say "Salute! Sorry for collision" and carry on. If they have any class at all they will reply "No Problem. Takes two. S!"

#### 10) SALUTE. SALUTE. SALUTE

If you are shot down then "Salute" your opponent. Even if you die due to a collision or something you feel was unfair just Salute! and carry on. Sure they had five guys on you, sure he hit you from behind, sure you were out of ammo, sure you were landing -- it's a game and it's not worth arguing or explaining -- start a new life and carry on. If you argue you will make enemies and will spend your time typing and not flying. Some players will not salute if they are shot down by a group of enemies, or they will give a small "s" salute to indicate their contempt. I feel this is very bad manners - if you got shot down by a group of enemies then I think you probably picked a bad fight. Maybe you should have run away, climbed, found a wingman, or taken some other action rather than diving into a 12 plane furball at the end of the enemy runway. Salute! your opponent or opponents and fly smarter next time.

#### 11) PRACTICE WHERE YOU WON'T DISRUPT A GAME IN PROGRESS

Everyone needs bombing practice so by all means join a game in progress and hit the boxed targets but DON'T BOMB NON DESIGNATED OR FRIENDLY TARGETS on a server that is in use by others. If you join a game in progress and start bombing targets that are on your own side or are not designated with a red box then you are going to make a lot of people very angry -- especially if you bomb friendly dromes. If you want to practice on friendly targets then GO FIND AN EMPTY SERVER and blow up anything you want. If you want to hit enemy targets then HIT THE BOXED TARGETS ONLY. Many targets hit "out of turn" will automatically repair if they become selected so you have wasted your time on them.

#### 12) PLEASE DON'T TURN ON SMOKE

Skywriting smoke is fun to look at but the graphics it creates cause server lag and other players to get boot-ed. Use MMP Solo Mode to play with smoke and skywriting if you want. Smoke is turned on by the Alt-S key combination. This is right next to the Alt-A autopilot key command. If you see someone flying with smoke then ask them to turn it off and bear in mind they may be new and it may be accidental. Tell them to type Alt-S to turn it off and explain that it causes people to get ejected from the game.

#### 13) ASK FOR HELP IF YOU NEED IT

Lots of players are members of squads and will be happy to help you if you ask for it. Just got your tail waxed by a great pilot? Ask him what you could improve. Got reprimanded by another player? Ask what you did wrong. Don't know if a Nieuport 24 is allowed to be a bomber? Ask your team.

#### 14) FLY DON'T TALK

The servers are for flying. If you have a disagreement with someone don't lower yourself by arguing with them. Pick another drome or another server and carry on. If you are spending all your time typing your pilot skills are not getting a workout. If someone seems intent on harassing you then maybe it's best to find another server to play on. Also keep in mind many players are from other parts of the world and may speak other languages so try not to take offense if someone seems a little bit blunt or uses a questionable choice of words. There are German, Spanish, and Australian-speaking pilots out there and they have a different word for everything. Ultimately you should let your guns talk for you.

#### 15) PLEASE KEEP IT CLEAN SO EVERYONE CAN ENJOY THE GAME

I have seen players as young as 5 years old on the public servers so please leave the swearing behind you when you fly. "Drat", "rats", "curses you vile Hun" and "Where are you tea drinking Allies at anyway?" are in the spirit of the honourable aviators of the Great War. F\*\*\* you A\*\*hole! is not.

#### 16) SET A GOOD EXAMPLE AND IGNORE BAD EXAMPLES

Try to play fairly and have fun. If you see someone strafing planes on a runway or cursing then by all means suggest to them that this is unsportsmanlike behaviour. Set your own good example and don't be lowered to their level.

#### 17) NETS, LAG, WARPS, INTERNET GLITCHES AND RANDOM CHANCE

The Internet is not a perfect communications medium for real-time data exchange. Data is regularly lost, misdirected, discarded or delayed. This can result in aircraft around you appearing to do strange things. You may see an aircraft freeze in the air when the server fails to get a data packet to update its position, then suddenly "warp" to a new position as the delayed information is updated. You may be involved in a collision where you were sure you avoided early but the enemy aircraft falls away in pieces because he saw something different. You may be on someone's six shooting, only to have them tell you they think they're on YOUR six shooting -- and both of you are damaging each other despite appearing to fire into empty air. I have headshot a pilot TWICE in the same combat and he kept flying because my headshot data never made it to the server to be relayed to the pilot I shot. These are all Internet effects of one type or another. There are also chance events that happen every day. I have seen lucky headshots from a mile away, one bullet flamers, and in a practice session I once took five headshots and flamers in a row from a teammate. He's never managed it since and I have never seen it since. With thousands of player-hours being recorded each day, those one-in-a-thousand flukes happen every day. If you see something strange, it's probably easily explained. I remember asking someone about a prolonged warp they experienced and having a good laugh when he explained his 2 year old had yanked a cable out of the back of his computer!

## 18) HACKS AND CHEATS

It is possible for knowledgeable players to “hack” Red Baron and fly a modified aircraft. If you fly for long enough you may see aircraft zooming around at high speed, shooting their own teammates, bombing their own airdrome, using smoke and rockets to ruin people’s framerate and generally being idiots. Fortunately these idiots are few and are usually easily identifiable. Someone zooms above you and shoots you down? Sounds like good energy management. If someone enters the server with a name like “Speedy Dumbarse” and proceeds to annoy everyone with smoke, speeding and friendly fire then you’ve seen the typical hacker. A more insidious type of hacking that concerns many players is the “low level” hack where someone imperceptibly adjusts their aircraft in order to give themselves an edge. I have yet to suspect this type of hack in any opponent -- in my experience hackers are poor enough pilots and profligate enough with their energy consumption that a small advantage does them no good. If someone beats you in a fight, ask for a lesson rather than suspecting them of being a hack -- many pilots will be happy to explain what you did wrong.

## 19) HAVE FUN AND MAKE IT FUN FOR OTHERS

You don't like getting shot down on your own runway. You don't like people swearing at you when you make a mistake. You don't want to have others put the last bullet in your kill. You don't like when a teammate blows up your own drome for bombing practice. You don't like getting altitude and then getting ejected because someone rides a flamer or turns on smoke. You hate it when you outfly an opponent and then he nails you with a rocket. Fly, salute, and if you say something then be helpful and positive.

## 20) WHEN ALL ELSE FAILS - THE BOOGER EXCHANGE

I have plagiarized this from BA°Dirt Dart. Basically he came up with a format for players to conduct a flame war (online verbal fight) without resorting to vulgarity and offending everyone around them. It goes like this:

"You sir, are a hack and a rammer!"  
"Am not!"  
"Are too"  
"Well you, sir, are a Booger!"  
"Am not!"  
"Are too!"  
"LA LA LA. I can't HEAR you..."  
"Booger, booger, booger!"

As you can see the whole thing has been conducted in a gentlemanly fashion without having to escalate to the dreaded "I KNOW YOU ARE BUT WHAT AM I?" For convenience and brevity the Booger Exchange can be abbreviated and programmed into a macro key as follows:

“BEx”

Keep in mind the spirit of honour and fairplay and you will have fun and make many friends. You may also get invited to join a squad where you will learn far more than you could on your own. If you are vulgar, profane and spoil the fun by bombing when you should not, flying with smoke turned on, shooting at planes on the runway or cursing people out for collisions then you will find yourself all alone with only passworded servers listed (to keep YOU out) and no place to play.

Salute! And may you always fly with honour and enjoyment!