

QUESTION:

What do dislike most about Habitat?

Please press F7 to respond to this question. Please answer in as much detail as you'd like.

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Mail to: habitatq5

Mail From: RJScott

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Definitely unsolicited ESP, and its inevitable "DID YOU GET MY ESP?" if the message isn't responded to.

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When on the move in the "Ghost" state, it necessitates the F1 and wait to "emerge", reply to ESP, and F1 and the brief wait to "reGhost", only to get MORE ESP and having to do the same thing over again.

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Even though the "AvaHermit" has made it clear that he "Doesn't Do ESP" there are those who feel they're the exceptions and are offended if they get no reply. They much prefer the "::grumble::" reply to none at all, but consider, in the event of a possible scavenger hunt, the need to UNGHOST to reply to these unsolicited ESPs. They're really rather annoying.

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Mail to: habitatq5

Mail From: Celebrindl

Not being able to scroll the text. With only 7 or so lines visible to read, on a fast paced conversation, it's easy to have something important get lost.

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Mail to: habitatq5

Mail From: John Apple

Well... sometimes traveling from area to area does seem a little tedious and time consuming but the Teleporters help with that considerably. The only other thing is that things have slowed down. Right now we're limited as to where we can go and what we can do. This of course is in direct relation to the amount of time spent in Habitat. The first few weeks were a lot of fun! Then when there weren't any new areas to explore or new things to do then it started to become more "common place". This I'm sure will change when all the

initial bugs are worked out and time can be spent on building the system instead of fixing it.

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Mail to: habitatq5
Mail From: CLB
too much disk accessing, slowing things down, also the fact that there is nothing preset, if you cannot afford to be there all the time, you are lost.. or you miss out on all the things to do...

It needs, for infrequent users some preset parts, little subadventures for those who cannot get there every day or so, um, kind of like icebreakers for those not experienced in D&D type play. Some kind of preset goals to get them started, that ANY new user can get into at any time, to get the feel, and feel like they are really part of it, before they begin to venture out on the one time type adventuring.

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Mail to: habitatq5
Mail From: HaagenDasz
Well, some of the interpersonal interactions which were going on disturbed me a bit....but I tend to be a rather shy person in telecommunication situations...at least until people know me...so that may have been part of it..
I'm so glad that we now have the option to dump the "and away we go" music on region changes...as THAT was getting to me :D

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Mail to: habitatq5
Mail From: Chris NH
Disk access time tends to be slow at times... Also, it seems as though it requires a number of people to be using it at the same time for it to be fun... More one-person-type adventures might be good.

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Mail to: habitatq5
Mail From: Doug Ba
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I guess it would have to be the stuff limit. You can't get a decent number of people together for a party... or other event.

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Mail to: habitatq5
Mail From: OSGOOD
What I dislike most about HABITAT is the ease at which objects can be stolen. ..and adventurers can be waylaid by weapons.

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It's no fun for peaceful types not to be able to exit the weapons free zone & not to be able to PUT a bag on the ground to access its contents without fear of losing all possessions.

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The system wide messages interfere with the mystery and fantasy of HABITAT to

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Mail to: habitatq5
Mail From: OSGOOD
...(what I like least continued.)
additionally the lack of ability to edit esp or IGNORE esp is troublesome.

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Mail to: habitatq5
Mail From: Mysterio
I dislike the abosolute lack of anything interesting to do. I just thought there would be more than "find the region" egg-hunts. Moving around can be a tedious process, but it seems even more tedious after you see screen after screen of pretty landscape with nothing to do.

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Mail to: habitatq5
Mail From: Eric

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The availability of Tokens I think was a bit too tight. They should be fairly available, perhaps not im (in) large amounts but obtainable.

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I think there should be more items to buy.

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Mail to: habitatq5
Mail From: Chameleon
Sometimes it gets reallly tedious, PUTting, GETting, etc. in order to do something. Having to put something down or in your pocket in order to GET another item is annoying at times. And movement from one region to another is a little slow. But those are probably problems with the media used, and can't be overcome with the equipment to be

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Mail to: habitatq5
Mail From: Chameleon
used - especially with a repeating return key. :\
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Mail to: habitatq5
Mail From: GRANNY1
Lack of instant excitement.
- - - - -

Mail to: habitatq5
Mail From: QWOP
It tends to become dull after a while.
- - - - -

Mail to: habitatq5
Mail From: WoodDragn
Well, right now there isn't a heck of a
lot going on, though that will
undoubtedly change with time and a good
deal more people in Beta and in
release.
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Mail to: habitatq5
Mail From: Swingseat
I really don't have any dislikes
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Mail to: habitatq5
Mail From: Dragonfish
I dislike the speed at which action
takes place.
- - - - -

Mail to: habitatq5
Mail From: RAOULTFOOL
Not much to do after one looks all over.
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Not many people on here, which I hope
will get better with more people!
- - - - -

Mail to: habitatq5
Mail From: Lady Beau
the lack of people signed on! I like it
so much better when there are LOTS of
people online at the same time...
- - - - -

Mail to: habitatq5
Mail From: Ks Lass
I see no purpose or goal to Habitat.
After you've gotten used to the commands
and explored the area a bit, there
really seems to be nothing else to
do.
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Mail to: habitatq5
Mail From: Lynns6
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Well....I dislike NOT being able to
at *LEAST* get mail from other areas of
Q-Link.
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Mail to: habitatq5
Mail From: Cimaron
What I dislike about Habitat most is:
That it has to keep loading when
you do anything. It's too slow.
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Mail to: habitatq5
Mail From: SaltheartQ
I do not like the SLOWNESS of Habitat.
I fell that is people are going to be

asked to pay thier hard earned
dollars for Time Online then they are
going to demand something faster.
I do not like the fact that there are so
few places to go. Even though I have
never been one of the "Most Travelled"
Avatars I have been almost every place
you can go except the sewers. I didn't
Like th 5 avatars per Region.
Why on earth have TOWN HALLS and meeting
places when only 5-6 Avatars can meet at
a time?

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Mail to: habitatq5
Mail From: Kelly Daze
Its slow and time consuming
And the number of Avatars allowed in
one region is limited
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Mail to: habitatq5
Mail From: Gary M

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The Game room... Not as much fun as
PC..... checkers and chess.

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That is about it.
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Mail to: habitatq5
Mail From: Becky

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The game room...Board games are cumber
some.
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Mail to: habitatq5
Mail From: Del March
I dislike the awkwardness of some of the
animation...the slowness of the walking
at times, the way an avatar "falls off
the edge of the region" rather than just
walking out, the inability to move past
a tree because the avatar's ear touches
it, etc.

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Some of the sound effects are a bit
shrill and harsh, when they could be
subtle.

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Also the lack of things to do. (This,
of course, should change when/if more
people are let in.)
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Mail to: habitatq5
Mail From: DragonFyre
Hmmm...hard to say, because the only
dislikes I have are things that are
going to be fixed...
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I guess...there had just better be a lot

for people to do...they might become
bored to easily if they have "seen and
done it all"....

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Mail to: habitatq5
Mail From: AGGIE
One room homes, and limited color or
clothing.

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Mail to: habitatq5
Mail From: SkyLine
We seem to be having some difficulty
in getting anything going, in there.
This is probably more the fault of the
players, than anything else. Adventures
CAN be had, but no concerted effort has
been made to produce them. Hence,
boredom sets in. I don't think we've
pulled together enough, to see what WE
can do to make things more interesting.
However, I think more could be added to
the environment, to give the players
more incentive to be creative. I think
we've been waiting for the developers
to give us more, rather than trying to
use what we have. These are vague
complaints, but are really the only
ones I have.

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Mail to: habitatq5
Mail From: Elven Mist
The Slowness and the emptyness.....
If you are with a few other avatars
in one reigon, the whole thing seems to
Slow down.
And if you travel alone, it gets
lonely and somewhat boring.

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ALSO:
I dislike the fact that there doesnt
seem to be anything new to discover.
I really enjoyed Habitat at first,
But now I hesitate to go, because there
is very little new to do or find.
It is becoming boring.

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Mail to: habitatq5
Mail From: StephenT3
The slowness of some functions and
activities. Merely loading HABITAT
takes quite a while. Some screen
changes take a good bit of time,
especially those involving disk access.
Getting things out of containers, etc.
I realize that due to the complexity
of the program these are necessary.
As to actual 'play', without
things to do and to 'DO' it can get
pretty old pretty quickly. After you've
been around and done what interests you

there isn't much, at this time, to hold your attention... maybe more folks there will help.

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Mail to: habitatq5
Mail From: Steffie
It is too slow!

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Mail to: habitatq5
Mail From: Onyx
very limited avatar abilities

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Mail to: habitatq5
Mail From: JoeyT1
Not many people get on that much is what I dislike

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Mail to: habitatq5
Mail From: Paul H

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The thing I dislike most is getting SYS messages while in Habitat.

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Mail to: habitatq5
Mail From: QZOOKEEPER
Dislike - the slowness of communicating in H. After awhile it's easier to jump to PC to communicate. ALSO, I really dislike the SWOLM hitting in H. Especially since the fix for losing text when moving from screen to screen.

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Mail to: habitatq5
Mail From: frodob

My main dislike, in Habitat, is slow speed, but the pluses far out-weigh the negatives.

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Mail to: habitatq5
Mail From: Soundman
My dislikes are few, I would like to see more things open in Hab , I would also like more people to be here . These 2 problems will soon disappear with the influx of more people :)

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Mail to: habitatq5
Mail From: Ogl

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Dislike most... two things...
1. the lack of Avatars - I could walk around for hours.... downtown even.... and never bump into anyone.
2. the lack of random events - You walk around all night and everything remains the same...static. There should be Q-link controlled Avatars walking

around..... things should randomly
appear around you.... And these random
events should make something happen to
your Avatar - Good or Bad.

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Mail to: habitatq5
Mail From: Rhapsody

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Moving from place to place.

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Mail to: habitatq5
Mail From: WOWW
When there's nothing going on and there
is nobody on.

Mail to: habitatq5
Mail From: SandraS
When I was able to get inside Habitat
I enjoyed it a great deal. There was
nothing I disliked about it.

Mail to: habitatq5
Mail From: Greg P
"I'll see what I can do."

Mail to: habitatq5
Mail From: beren
Lack of other players

Mail to: habitatq5
Mail From: IggY Void
right now I think that there are not
enough people there to make it more
fun.. It will be lots more fun when
the goes into beta, then live.

Mail to: habitatq5
Mail From: DeanD
I dislike the most about Habitat, the
"deadness" of the world. There does not
seem to be anything to do...treasure
hunts sound fun, but not when everyone
else can manipulate the data when you
are unable to be there. The difficulty
in this area is that I REALLY believe
that if you get some 100-200 people
playing in there at once, the DEADNESS
will disappear.

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I also dislike the fact that I've never
been able to get the Oracle to talk
nor figure out what others believe to
be simple things.

Mail to: habitatq5
Mail From: Sky Dragon
let me offer two answers to this one:

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for myself, what I dislike the most is learning all there is to know about the places and objects in Habitat, and not seeing anything new for a long time.

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for those who don't have the privileges I have had, I suspect the thing they would like the least is not being able to truly customize their avatar, or to have any noticeable effect on the world. most people consider themselves to be creative, and they would like to draw something that they can show the world, that is uniquely theirs, and not just bought from some vending machine. even if it's only a hat.

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Mail to: habitatq5
Mail From: THE WALL
I don't like the "travelling music".
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Mail to: habitatq5
Mail From: Fleximan
Habitat is time-consuming and slow to move guy around the teleports sure help alot! :)
Sometimes I come back and some object I have collected are missing! Some thinks that work sometimes do not in othes such as turing on/off a lamp. :) Unless there are more people around to communicate and see it can get lonely and boring! I guess it was during beta testing that there were not more people! :)

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Mail to: habitatq5
Mail From: GoldenWolf
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The risk of losing everything you own if you get bumped.
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Reasonable risks lend an element of adventure that I enjoy... If I take my Avatar someplace hazardous, I'm taking the risk. If I'm getting something out of my box right in front of The Oracle, I don't expect any risk except a snatch and grab thief. (We'll have LOTS of those when the kids get in.) Losing all I own because I got bumped would irk me, and I love Q-Link... I suspect it would set even worse with someone who had paid a LARGE amount of time and money in Habitat to accumulate them.

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Mail to: habitatq5
Mail From: EileenC

I like Habitat very much! It's a lot of fun. However, I would like it even better if it didn't take so long to change screens.
Overall, though, it is great!

Mail to: habitatq5
Mail From: Chip
It's taken far too long...

Mail to: habitatq5
Mail From: Arianal
What I dislike is the slowness of movement, especially when going to another screen. Also, the controls to GO, PUT, GET, etc. can sometimes be awkward. If I tell my Avatar to GO to the next screen, a lot of the time he will go to the edge of the screen and sit down. I have to keep repositioning the cursor over and over. I find the same problem with GET and PUT sometimes.

Mail to: habitatq5
Mail From: Bonnie
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Well..besides the lack of organized quests, the lack of information on the ongoing ones..and the lack of others on the system when I can be in there..I try to get on during the morning week-end hours..since the evenings are next to impossible for me..when I've been on very late (or very early morning) no one else is there..sorta lonely, ya know..

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I really love Habitat..but, unless there is someone else in there..it is a cold and bleak place! :(

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I'd like to see more variety in clothes and appearance, too..and the ability to buy furniture..do more with my Avatars movements..and save mail to disk. Also, perhaps Avapets would be fun! :)

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I haven't encountered many system probs (except for my last time in there)..so I don't have much to complain about in that regard! :D

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I don't mind the lack of speed when going from one region to another..however others have complained..if I had to pay for the time involved..I might not be as tolerant..

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Mail to: habitatq5
Mail From: John L
My biggest dislike is the possessiveness
and materialistic feelings that it
generates. Most notably, having other
Avatars pick up your possessions and
then feeling cheated when it happens.

After becomming accustomed to the
possibility of it happening then it is
not so bad for me, but others really get
upset about it.

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Mail to: habitatq5
Mail From: AndrewG2

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The novelty of the graphics wore off
quick and there wasn't anything to do
while in Habitat other than roam the
deserted streets.

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- - - - -
Mail to: habitatq5
Mail From: ICwhatUmin
I *dislike* the cursor control system.
1) I want my Cursor keys back!
2) I want the cursor shape changed. It
is hard to target small objects or to
get the cursor positioned properly to
leave Certain screens.
3) Why are GET (up arrow) and DO (down
arrow) gotten by moving the joystick
right and left (not up and down)?

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Mail to: habitatq5
Mail From: ribbit
Slow speed!

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Mail to: habitatq5
Mail From: SPBLives
I wish ther were more people

- - - - -
Mail to: habitatq5
Mail From: Laser Gyro
General "lack of things to do" is my
biggest dislike.

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Mail to: habitatq5
Mail From: YvonneC
the blackout EVERYTIME you walk off the
screen..it's too long and tedious.
Not enough Teleports in the suburbs..you
go for miles without seeing anyone.
Not being abe to go to someone else's
house.

- - - - -
Mail to: habitatq5
Mail From: Caterwaul
Ya run outa new things to explore too
often.. :)

