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## SRB2 Netplay Survey [Edit](#)

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### Response Summary

**WOW, YOU HAVE A POPULAR SURVEY!** Your survey has received 155 responses! As a basic account holder, you can view the first 100 responses. With a professional account, you'll be able to see all of your responses.

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#### PAGE:

1. Since the Master Server came back up, how many hours a week do you play SRB2 online?

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	Response Percent	Response Count
less than an hour	34.7%	34
1 - 2 hours	21.4%	21
3 - 4 hours	20.4%	20
5 - 6 hours	11.2%	11
more than six hours	12.2%	12
<b>answered question</b>		<b>98</b>
<b>skipped question</b>		<b>2</b>

2. What is your general gameplay experience in a netgame? This is your average experience over any and all servers you have hosted or joined.

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	Response Percent	Response Count
Very laggy, choppy, frequent freezes	6.1%	6
Quite laggy or choppy	20.2%	20
Periodically laggy or choppy	46.5%	46
Rarely laggy or choppy	23.2%	23
<b>answered question</b>		<b>99</b>
<b>skipped question</b>		<b>1</b>

**2. What is your general gameplay experience in a netgame? This is your average experience over any and all servers you have hosted or joined.**

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Completely smooth	4.0%	4
		<b>answered question</b>
		<b>99</b>
		<b>skipped question</b>
		<b>1</b>

**3. In shooter modes (Match, CTF and Tag) in what manner do you control your character?**

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	Response Percent	Response Count
Mouse and keyboard, first person camera (DEFAULT)	62.2%	61
Keyboard only, first person camera	7.1%	7
Mouse and keyboard, chase camera	10.2%	10
Keyboard only, chase camera	13.3%	13
Gamepad or joystick, first person camera	4.1%	4
Gamepad or joystick, chase camera	3.1%	3
		<b>answered question</b>
		<b>98</b>
		<b>skipped question</b>
		<b>2</b>

**4. In Race / Cooperative mode, in what method do you control your character?**

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	Response Percent	Response Count
Mouse and keyboard, first person camera	16.2%	16
Keyboard only, first person camera	5.1%	5
Mouse and keyboard, chase camera (DEFAULT)	32.3%	32
Keyboard only, chase camera	36.4%	36
Gamepad or joystick, first person camera	2.0%	2
Gamepad or joystick, chase camera	8.1%	8
		<b>answered question</b>
		<b>99</b>
		<b>skipped question</b>
		<b>1</b>

5. If you were to select only one ring weapon (not counting the default red ring) to use exclusively, which one would it be?

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	Response Percent	Response Count
Automatic	11.3%	11
Bounce	5.2%	5
Scatter	24.7%	24
Grenade	10.3%	10
Explosion	27.8%	27
Rail	20.6%	20
	answered question	97
	skipped question	3

6. If one ring weapon were to be removed from the game (not counting the default red ring,) which one would you miss LEAST?

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	Response Percent	Response Count
Automatic	16.8%	16
Bounce	27.4%	26
Scatter	2.1%	2
Grenade	22.1%	21
Explosion	8.4%	8
Rail	23.2%	22
	answered question	95
	skipped question	5

7. What is your most used default character in Race mode?

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	Response Percent	Response Count
Sonic	75.8%	75
Tails	10.1%	10
Knuckles	14.1%	14
	answered question	99
	skipped question	1

## 8. What is your most used default character in Match / CTF mode?

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	Response Percent	Response Count
Sonic	45.0%	45
Tails	28.0%	28
Knuckles	27.0%	27
answered question		100
skipped question		0

## 9. What is your most used default character in Tag mode?

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	Response Percent	Response Count
Sonic	37.8%	37
Tails	21.4%	21
Knuckles	40.8%	40
answered question		98
skipped question		2

10. In closed development, Mixup monitors now transfer player's starpost information. This means that Mixup monitors could now be used in Race mode without completely breaking the game. Despite this, Mixup monitors can still give an unfair advantage to certain players. Would you support restricting Mixup monitors from working in Race mode, much like how Mixup monitors are currently restricted from working in Hide and Seek?

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	Response Percent	Response Count
Yes	41.4%	41
No	22.2%	22
Not sure	36.4%	36
answered question		99
skipped question		1