

Forum:[Hack Forums](#)

Thread: [Great Threads = More BYTES!](#)

Omniscient - September 26, 2018, 9:50 am

I started off with Bytes to OP of a thread at .1 Bytes per reply. I upped it later on to .2 Bytes. I have decided to increase it once again to .5 Bytes per reply. This should greatly reward members who create interesting threads on HF that gets a lot of replies.

So go on and make the most interesting threads you possibly can.

MR. MORNINGsTAR - September 26, 2018, 9:53 am

Sounds great, it was about time to fix some things.

WageWolf - September 26, 2018, 10:02 am

This is an amazing update. Thanks, Omni!

Nas - September 26, 2018, 10:02 am

(Sep 26, 2018 09:53 AM)dropcorn Wrote: [\[CITE\]](#) Sounds great, it was about time to fix some things. You're acting like he wasn't fixing it the whole time. He said in the OP that he bumped it up a few times before this.

Anyways good news.

Hoodie+ - September 26, 2018, 10:05 am

What can you use the bytes for though?

Omniscient - September 26, 2018, 10:43 am

(Sep 26, 2018 10:05 AM)Hoodie+ Wrote: [\[CITE\]](#) What can you use the bytes for though?

Currently you can play our Blackjack, Slots, and member Lotteries with them. You can also use them to donate to other members as rewards for their help or a good post. More features are coming soon that will enhance how Bytes are used at HF.

Money- - September 26, 2018, 10:45 am

Thanks for this admin. I am looking forward to how bytes will be used in the future. Hopefully more features and stuffs to use with bytes.

Banter. - September 26, 2018, 11:00 am

Great add omni, it'll be interesting to see all the new threads.

Traum - September 26, 2018, 11:20 am

I think this will improve the posting in the lounge a lot since most people just try to make a [Quick Thread](#) with a few posts they can reply to for the lounge head. This will improve the quality as they'll have to make more engaging threads.

Do already made threads get the increase as well?

xitoxic - September 27, 2018, 7:38 am

I created an extremely useful thread after many days of inactivity.

Marketers will definitely like it ;)

Prince™ - September 27, 2018, 7:45 am

Make \$500 per week kind of threads are definitely going to be a winner.

Business - September 27, 2018, 4:56 pm

More opportunity to grow my small batch! I am very excited for the updates to come.

#Skyline - September 27, 2018, 6:25 pm

Now this is legendary.

Thank you Omni.

Ømen Xiii - September 27, 2018, 6:30 pm

Ouuuu nice I thought they were going up faster than usual! Thanks for another great add!

BloodCyka - September 27, 2018, 6:33 pm

oh yeah, i noticed that, its great.

s1nister - September 27, 2018, 7:07 pm

So, I am assuming that's why you have opened this [thread](#)? ?

Looks like Omni got addicted to Gambling at HF too

GenericSkid - September 27, 2018, 7:18 pm

Would weighting different sections to encourage posting in slower sections be beneficial in any way? For instance the programming sections are clearly less active than the general sections. I think incentivising users to post interesting / up-to-date informative threads could be a neat use of this feature.

Truth - October 4, 2018, 2:52 am

Awesome reason to create more threads and get more bytes :)

This actually gave me a thought tho, For the r3kt group you canceled it because 1000 Rep is considered too easy now. What about, along with all the other original r3kt requirements(besides the rep of course) you add a requirement that the member has to have a thread with 1000 replies?

I think it may also help members want to create interesting threads on HF that gets a lot of replies, but, if not, bytes are still a great motivator :P

Thanks for the update

Sigma - October 4, 2018, 4:19 am

Nice! Hopefully I can come up with some good ideas.

Kill Joy - October 4, 2018, 9:47 am

Didn't notice the reply bytes were a thing until this thread. This is a great reward.

Since all of the bytes rewards have mainly been for activity posting, perhaps members can earn some bytes for actively reporting content that goes against site policy and the [Help Docs](#)

Earn x amount of bytes for reporting posts correctly.

Staff have the option to tick a box determining if the report was valid upon handling the report. The user who reported the post is then reward 5 bytes (or whatever amount).

Also for reports that are not correct, staff have the chance to tick a box to remove 2 bytes (or 5). Perhaps even for members that that report was against could lose x bytes as well.

Pros: Incentive for people familiarizing themselves with the [Help Docs](#).

Cons: Potential for a lot of invalid reports..

Omniscient - October 4, 2018, 10:50 am

Quote:perhaps members can earn some bytes for actively reporting content that goes against site policy and the [Help Docs](#)

We don't really have a problem with reported content. Not something I need to incentivize.

SIM-403479 - October 4, 2018, 2:12 pm

Omni lowkey starting these threads for bonus bytes.

Originalkillit - October 4, 2018, 2:27 pm

(Oct 4, 2018 02:12 PM)Jamieeee Wrote: [\[CITE\]](#) Omni lowkey starting these threads for bonus bytes. Agreed the only member who gets more bytes using tools like RANF section and important thread area ?

Omniscient - October 4, 2018, 3:25 pm

(Oct 4, 2018 02:12 PM)Jamieeee Wrote: [\[CITE\]](#) Omni lowkey starting these threads for bonus bytes. lol, didn't think about that. :) But I can set my Bytes to whatever I want. Did you think of that? hehe...

I may up Bytes earnings even more.

Riggs - October 4, 2018, 3:29 pm

I still have negative Bytes and am currently waiting for the HF debt collection agency to come and repossess my home.

Originalkillit - October 4, 2018, 4:08 pm

(Oct 4, 2018 03:25 PM)Omniscient Wrote: [\[CITE\]](#) lol, didn't think about that. :) But I can set my Bytes to whatever I want. Did you think of that? hehe...

I may up Bytes earnings even more.Jamieeee you forgot
??? Who has the ability to satisfy the creator

Mr. Robot - October 4, 2018, 4:08 pm

So that's how I suddenly got 30k bytes. All my threads were posted on. 2000 goddam threads.

Ninetales. - October 4, 2018, 4:20 pm

(Sep 27, 2018 07:18 PM)GenericSkid Wrote: [\[CITE\]](#) Would weighting different sections to encourage posting in slower sections be beneficial in any way? For instance the programming sections are clearly less active than the general sections. I think incentivising users to post interesting / up-to-date informative threads could be a neat use of this feature.

I actually recently read something that Omni posted in 2016 that I feel relates to this question.

(Oct 18, 2016 09:10 AM)Omni Wrote: [\[CITE\]](#) This is why they fail. A Paid to Post would likely work with a higher budget and long-term financial plan. Because your base will be made entirely of people looking to get paid to post and the moment you stop paying they'll mostly just leave. So your choice is to just keep on paying and figuring out ways to pay your community. Which seems a bit

counter-productive if you want to run a forum as a business with the intent to profit.

GenericSkid - *October 5, 2018, 12:19 am*

(Oct 4, 2018 04:20 PM)Ninetales. Wrote: [\[CITE\]](#) I actually recently read something that Omni posted in 2016 that I feel relates to this question.

I actually didn't think about it that way. But its probably true that making information market driven over passion driven isn't a good idea. It just hurts to see the sections I loved become so vacant.

TOM - *October 5, 2018, 11:11 am*

This is a Great update. Thanks

Exciting things happening on HF this year, which is doing really good for the Community

CupOfJava - *October 5, 2018, 11:14 am*

Thank You , Love the new byte system

PerfectStorm - *October 5, 2018, 8:33 pm*

(Oct 5, 2018 11:14 AM)HF\s Monkey D' Luffy Wrote: [\[CITE\]](#) Thank You , Love the new byte system
Me too, bytes are the best I love them.

Whiz_ - *October 5, 2018, 8:35 pm*

Nice to see the incentives to start more threads,
looking forward towards the future of bytes

gundamwinger - *October 7, 2018, 9:54 am*

I love bytes. :)

But cannot create thread at the moment, maybe later. :(