

# The Queue: Are You A God?

Welcome back to The Queue, WoW.com's daily Q&A column where the WoW.com team answers your questions about the World of Warcraft. Adam Holisky will be your host today.

A simple question instead of an introduction.

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Go get her, Ray!

Some music too which you can listen to while reading today's Queue. And some more. Don't watch the videos, they're dumb. But the music is great.

Angus asked...

"Why is there a defense channel for every zone? Specifically, why would anyone be attacking the Twisting Nether? I found this to be my most amusing channel. The raid or instance ones are funny, but this one always cracks me up."

My guess is that the game is automatically programmed to join a local defense channel for every zone, regardless of the zone name or content. That's pretty easy to program, and would keep things lightweight versus an array of zones based on faction which get defense channels. K.I.S.S.

There's no official answer, however. This is just coming from someone who's coded a fair amount of stuff.

Hawkawari asked...

"How many servers makeup a realm?"

We don't know. There's speculation that each continent is a separate server, and that the instances are divide up onto a few servers as well. And even then, a "server" is very likely a series of many individual computers strung together working in tandem.

It's important to remember that until Blizzard releases a rundown of exactly how WoW is run server side, everything is just speculation. Blizzard and AT&T keep their server farm technology pretty close to their chest. We probably won't see a real detailed release of server information for many decades, and even then it'll be in some book like "My Life: Ghostcrawler."

Cetha asked...

"Wondering with the changes to Wintergrasp has there been any word about what will

happen to the Wintergrasp fishing dailly? Seems like having a bunch of people queue up just to fish is a bad idea."

Just do the fishing daily when the Wintergrasp battle isn't going on.

5318008 asked...

"Why do we have to pay money when we respec at the trainer? What is the rationale for tying a cost to respeccing, no matter how frequent?"

Every action has an equal and opposite reaction. In the real world this holds true, and in a good computer game it does as well. You want to respec? Okay, but there's going to be something you need to give up (gold). MCCAINSOURCE Want to change your real life vocation and become a writer for WoW.com? Okay, you'll need to go to school and write a bunch though, and give up a lot of money for education in the process.

If people could just do things in the game without any consequences, there would be no game. It'd just be god mode, and that gets boring very very fast.

So, are you a god?

Have questions about the World of Warcraft? The WoW.com crew is here with The Queue, our daily Q&A column! Leave your questions in the comments and we'll do our best to answer 'em!