
Subject: Re: Pushing Renegade to the limits!
Posted by [Blazea58](#) on Mon, 22 Jan 2007 08:23:14 GMT
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I am glad others are starting to adapt alot higher numbers into the servers because quite frankly i cant stand playing Aow with less then 32, and i prefer 50+. I think 127+ can run, and it would generally fill up once it hit 50 as more people see the shear number and want to see what its like.

The gameplay is really good, i was on a 100 person server a few weeks ago and it was highly stable and didn't crash a single time. The action is amazing, and the effects look awesome since you see 20 people using flame throwers at once etc.

On Field it was impossible to get a vehicle 10% out of the base area, it was funny to see everyone exploding in seconds even with hotwires repairing them like hell.

Here is some pics from that, i will be glad to see other servers putting up large amounts, i don't mind less fps for more players.