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Subject: Re: C&C 3 Renegade Mod

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 08 Mar 2007 01:44:29 GMT

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Jerad Gray wrote on Wed, 07 March 2007 20:30

So you could have massive game of 32 - 64 players max (I mean that is nothing compared to Renegade's 125).

...

Its called Scripting.

By the time such a mod comes out (2009, 2010?) I honestly doubt you'll be able to fill 125 players in 1 server. Even though there's plenty of people playing APB, you'd never be able to get a game of half that number. Let alone 125 players in one server, for a mod which probably won't be finished for at least year or two.

Coding on the W3D engine isn't unlimited, I don't think we'll ever be able to fully script the avatar... picking weapons off other vehicles.

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