

---

Subject: Re: Renegade X - July Update!

Posted by [Ethenal](#) on Thu, 27 Aug 2009 01:02:41 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

[NEFobby[GEN] wrote on Tue, 25 August 2009 20:16]Ethenal wrote on Tue, 25 August 2009 18:22infusi0n wrote on Mon, 24 August 2009 19:45its dead? how many games are there that are 7+ years old with 10,000+ player base? Only a hand full, and the others had HUGE advertising budgets, extensive reviews, now imagine if renegade did? It could have been like WoW... 10,000+ player base? Dude, have you PLAYED Renegade lately? There's maybe 500 at any given time and I think that's pushing it...

If there's 500 at a given time, to say only 500 people play the game would mean all 500 would have to be playing 24/7. There's definitely a lot more players than that if you take into account people who aren't playing at that given moment, people in other timezones, people who play once a while, etc.

As for autorun, it really isn't necessary. Renegade's maps weren't especially big as it usually takes about 10-20 seconds to get from your base to the field. It's not an MMO where you would literally be running forever. You will get to where you want to go or get to an enemy very quickly in C&C Renegade.

Well I said that because I don't even really believe there's 500 a day, but many people still seem to think there's plenty of players around. One needs only to take a look at the servers on XWIS to see the truth to that.

---