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Subject: Re: Mesa deadzone fix

Posted by [EvilWhiteDragon](#) on Sun, 04 Oct 2009 17:59:34 GMT

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liquidv2 wrote on Sun, 04 October 2009 19:57 EvilWhiteDragon wrote on Sat, 03 October 2009 02:57 Wait till Seye sees your post. You can LOL all you want, the both of you. Renegade is one of the most balanced games ever. StealthEye and I once investigated the win/loss ratio for both teams on each map. End of the matter is that it is about 50-50. With pointfix it seems to be even closer to 50-50, but only marginally. Marginally because there wasn't much room for improvement anyway (1 or 2% perhaps)

where did you investigate? in renegade overall, like all of the servers combined? you're saying that every single map is almost perfectly 50-50? i really do have a hard time believing that, for a few reasons

you're welcome to change my mind with an explanation

We used the information provided by Crimson. The information we used was directly from the BHS xwis ladder.

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