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Subject: Re: Will TT be out, before playercount drops down to nearly zero

Posted by [EvilWhiteDragon](#) on Sun, 29 Nov 2009 11:47:05 GMT

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Crimson wrote on Sat, 28 November 2009 11:55EvilWhiteDragon wrote on Wed, 25 November 2009 10:14Dover wrote on Wed, 25 November 2009 16:02It's not like our opinions matter here at all, but if they did I would vote that everyone calm down and wait it out. I'd rather have a good solid TT patch than one that's rushed or split or faulty. And if playercounts drop to zero and Renegade finally "dies" as has been predicted since like 2006 2004 it came out...then it's time finally came.

Fixed.

Fixed.

NS is rarely empty. I graph how many players are in the server every 5 minutes, have for years now. We empty out 2-3 times a week, tops, and it's generally for an hour or two at most. Compared to a year ago, traffic is only very slightly lower, maybe 2-3 players average.

The faildus bullshit didn't really affect us at all, in any aspect you can measure.

Rather than trying to explain why our traffic levels are a bad measure, you should first investigate whether there is any truth to that allegation.

QED.

I was only stating that it is impossible to define a decent measurement based on one server, if anything you should base it on all servers or at the least the top 10 servers.

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