
Subject: Dying Ren

Posted by [rrutk](#) on Sat, 05 Dec 2009 13:29:17 GMT

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Dying Ren - suggest server merging

From another topic concerning massive drop of playercount with the last 6 to 12 months.

Crimson wrote on Sat, 28 November 2009 11:55

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.

quod erat demonstrandum?

no.

quod erat bullshit. sorry, have to say this.

This will be the very last topic within an Renegadeforum i will ever made.

And even some of u guys will say, the hell, who is interessted in this, u should. because im not the only person thinking in that way. I play for years now, made a ren mod by myself and especially i have to mention, that ren is the ONLY game im playing. so i would judge myself as a real and true renegade fan.

but i decided, if there will no be major changes within the server situation, i will uninstall renegade soon and choose another game instead of it.

and - again - is see a lot of other players thinking the same.

The reasons are quiet simple: massive drop of fun.

Why?

1)
Insufficient players. There are from my point of view only 3 "big" servers: jelly, noobstories and exodus.
Jelly is still full, yes, but there are extremly seldom people in teamspeak and without for me its not worth playing.

Only 12 months ago n00bstories was full (50 or more players) most of the prime times, i often had to ask for a temp slot. those times are gone, it seems to be forever. Now i consider a 25-30 player game as "full". and this is not the norm. Also on weekends there are so many times with around 15. Most of the regulars from the "old times" left. I guess, angel6 is the last one remaining. Im in nearly everyday, so i guess, I know what im talking about.

2)
The split n00nstories/exodus DID affect fun of gameplay in a way, that i would like to have it never happened.
Especially, because a lot of those, who forced the split, left the community short time after the incident.

Exodus is as empty as n00bstories every time i look in.
In Exodus teamspeak I see nearly nobody in.
I have the feeling, that nearly ALL old school regulars are gone out of the community.
And, like a lot of other people, i play renegade only because of the amazing combination between Team(gameplay) and the friends in teamspeak.
If there is either teamplay nor friends remaining, i will choose another game.
And to be honest, new games with fotorealistic graphics are much more attractive after all the years.

3)
Yes, i played on exodus for some months and I really enjoyed the gameplay (never had so intense games, teamplay and fellowship like in this time), but as a saw all friends leaving, I changed back to n00bstories. but there seems to be the same situation now. Where are all the good and regular players? gone.

The new teamspeak scripting (bringing all teamspeak players into one team) is a desirable reaction on loss of players, but because people playing within shared home LAN having the same IP are due a bug finding theirselves alone in the opposite team for me and a lot of others it has a negative effect: loosing still more fun and interesst.

So, i have only some suggestions to deal with the situation:

a)
eradicate to teamspeak bug on noobstories - really all players within teamspeak should be on one team, unless the game/teamspeak is full. but as i mentioned above, this is seldom the case.

b)
merge the renegade servers again.
especially the reneagde-divisions of exodus and n00bstories should forget all those shit and merge again, otherwise in one year there wont be any need for having it, because the players are all gone with the wind.

if u look into xwis, there are countless empty servers.

shut them all down.

its quiet enough to have about 5 servers, but those full.

Thats it, folks.

And may be good by! It was a great time. But it seems to be, that all good things must come to an end.

PS:

Forgot, another reason:

4)

We are playing the same half dozen maps for years now.

Booooooring as hell!

Would rly like to play some maps by ACK or CP2 maps again.

But Im afraid, for me TT with the auto-downloader will be out to late.
