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Subject: Re: @Crimson

Posted by [trooprm02](#) on Sat, 16 Oct 2010 17:26:38 GMT

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danpaul88 wrote on Sat, 16 October 2010 10:19: Actually the 7 vehicles per team limit does suggest that Westwood aimed at games not having many more than that number of players per side, which would fit in well with 16 player games (8 per side)...

Good point.

@Spoony, I played SP once several years ago so I guess I just forgot. Nonetheless, that sounded really funny in my head.

@Cabal, I never said 40 player servers aren't fun (that's where I got my real start in Renegade), but what I'm saying is by the design of the gameplay mechanics alone (map size, vehicle limits, in-game tactics, etc) it's pretty clear MP was optimized for no more than 8 players per team.

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