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Subject: Re: @Crimson

Posted by [GEORGE ZIMMER](#) on Sat, 16 Oct 2010 20:01:37 GMT

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trooprm02 wrote on Sat, 16 October 2010 12:26@Cabal, I never said 40 player servers aren't fun (thats where I got my real start in renegade), but what im saying it by the design of the gameplay mechanics alone (map size, vehicle limits, ingame tactics, etc) its pretty clear MP was optimized for no more than 8 players per team.

yeah, I know you didn't say they aren't fun, but it's not like it becomes horribly unbalanced or anything.

Honestly, I'd say Renegade is designed for just about ANY amount of players- I don't think there was any specific size of players in mind, so that's why it works fine with say, 4v4, 8v8, 16v16, or even 20v20.

I will admit that the maps are more accommodating to lower player sizes, but if they were any bigger, it'd be really annoying getting around.

And I think the fact that there's only 7 vehicles per teams works pretty well. If they were more vehicles, maps would become too crowded- instead, it's just filled up with more infantry, which are alot smaller than vehicles (and lag less).

TL;DR: It works well for any size matches, and was never intended for any specific size (just a threshold of anything between 4v4 to 20v20). Anything more than 20v20 is going into over the top territory.

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