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Subject: Re: @Crimson

Posted by [R315r4z0r](#) on Sat, 16 Oct 2010 20:09:58 GMT

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troopr02 wrote on Sat, 16 October 2010 15:53R315r4z0r wrote on Sat, 16 October 2010 13:00No, it's optimized to work under the largest possible amount of players possible in a game.

That doesn't even make sense. The only thing the 40+ camp has going for itself are the servers hosted by Westwood during the beta, so its like 5-1

Theres a reason we don't see 127 player servers even though their possible, (maybe not now because of the player count, but they never existed) because it would just be pure spam. Meanwhile, if anyone has played a lobby/larger clan war (2v2, 3v3 even but ideally 6v6) they will know exactly what im talking about...

It does make sense because the word "optimize" means to adjust something in such a way that it can achieve it's highest level of efficiency.

They wouldn't have made the game do something that it can't handle doing is basically what I'm saying.

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