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Subject: Re: @Crimson

Posted by [NE]Fobby[GEN] on Mon, 18 Oct 2010 02:39:51 GMT

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I'm pretty confident Renegade was designed both for large and small games. If it were exclusively for bigger servers, we'd probably have some larger maps as well. Battlefield games, for example, have gigantic maps, and are also designed for larger servers.

Renegade maps on the other hand still take small games into account, as it does not take more than two minutes to get across the field on any map. But whether it's 20v20 or simply 2v2, you don't need more than a couple chokepoints on the map, or a giant or tiny map. That's an element the stock maps perfected that I think some of the custom maps on W3D haven't gotten down perfectly, with some exceptions.

But Crimson is right, I do remember the official Westwood servers back in the demo days, and the playercounts were easily 20-40 throughout the whole day. I personally like more medium-sized games (14-24 players) but that's just a preference.

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