Subject: Re: Stuff that is incompatible with scripts 4.0
Posted by HaTe on Mon, 21 Mar 2011 15:00:38 GMT
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25% is merely an estimate, but honestly I think it's damn close. Join the atomix server and say !rr for me EWD. Then join the 1337 snipers server and say !rr. You'll find that Atomix normally has around 15+ people in their server, with 90% of them using RR. Along with every single player who plays at 1337- sniper servers. That's JUST 2 servers. The other servers aren't RR servers, but I guarantee you that at least 15% of people in every server with 30+ people in it use RR. I'm not going to go and do math calculations or polls for you, but it's quite apparent to anyone who regularly plays Renegade that RR is quite popular.

I'm also wondering how the "sniper lag fix" works. Perhaps a video of some sort? Or was the idea abandoned all together?

Quote:Edit: Also 85% of all statistics used in arguments are false. Prove the 25% you're assuming, based more than one or two servers
What if that statistic itself falls into the 15%? Then the 15% can be raised to any number, really...