liquidv2 wrote on Tue, 18 October 2011 18:00Goztow wrote on Tue, 18 October 2011 01:37If you then play with 0 starting credits, no donate and no other shitty modifications, then the win-loss % is around 50 % (BI once tested this, BTW).
Black-Intel never had enough players to accurately test ideal ren in my opinion (somewhere between 10v10 to 20v20, 32 total players being the ideal)
what i go by is when we had it on Jelly 1, which had over 10 players per side every day on average
it was pretty filthy

Nod had Complex, Hourglass, Islands, Mesa, Walls_Flying, and Canyon by the balls
Complex and Islands were a Nod win nearly 4/5 of the time

GDI maps included (surprisingly) City and City_Flying, and Walls

Volcano was nearly dead even, which is why i like it so much

Omar007 wrote on Tue, 18 October 2011 02:45
Don't you mean 'Mutation Redux'???

Also, when the list is made, are there any plans of making it a mappack?
no, i meant what i typed
i know Snow, Fjords, and Mutation_Redux are all cool already so i didn't bother adding them to that list
First, it's BlackIntel, thank you.
Second, we've had the ENTIRE RENLADDER database for this test.
Third, you're making the mistake of presuming that renegade games are only fun when there are 10 or more people playing on either side.
Fourth, you're basing your facts only of one server, one where players claim to have too little credits when the pointfix is applied. (Yes you can argue against point fix, but then you should change it so health gives the same --ridiculous-- amount of moneys as armour).

Conclusion: if you do not stick your head up your ass and look to all numbers of player counts, Renegade is EXTREMELY balanced. Obviously the balance favours certain amounts of players per map, but that's also due to the vehicle limit that does not scale with player limit.
Would the vehicles be limited to ABS(<players per team>/2-1) (which is the case with the "maximum" of 16 players per team) then the game would scale extremely well.