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Subject: Re: RenX dead already??

Posted by [Wyld1USA](#) on Wed, 05 Mar 2014 22:25:06 GMT

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From what I can tell both the Launcher and in-game list are boofed. I found the same thing, servers showing double digit players to join and only find less than 5. True player counts are unknown lol.

Sorting the Launcher after the initial launch not only changes the server links so when you think you are joining XYZ server, you join some other server but it changes the column headings. Number of players becomes ping and so on. I couldn't get into MPF server using either list until I did what Zunnie typed above in the console.

I know they worked hard and I appreciate it, but I would think things like this would be a priority to correct. Also the support seems sporadic on the RenX site as they don't reply to all issues, just selected ones.

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