
Subject: Renegade is not dead
Posted by [Di3HardNL](#) on Fri, 01 Oct 2010 23:08:58 GMT
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Right now its one day ago that the renladder got reset
<http://renladder.blackhand-studios.net>

I have been scrolling trough the whole list and it appears there are 1133 people that played Renegade online today!

For me this is a big suprise, I thought it would only be 200 or something.

The reason why I actually post is that I hope more people will play for rank to get some competition going on

I started playing again, most of the time I will be in Jelly Marathon!

Subject: Re: Renegade is not dead
Posted by [DRNG](#) on Sat, 02 Oct 2010 02:40:21 GMT
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1133 people? Considering there are only a few servers that can even get 15+ players that sounds like bullshit.

Subject: Re: Renegade is not dead
Posted by [Di3HardNL](#) on Sat, 02 Oct 2010 07:22:51 GMT
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Why would it sound like bullshit, the evidence is right here.

Subject: Re: Renegade is not dead
Posted by [Spyder](#) on Sat, 02 Oct 2010 09:38:48 GMT
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Di3HardNL wrote on Sat, 02 October 2010 09:22Why would it sound like bullshit, the evidence is right here.

It's not evidence. This ladder just counts every playername. Considering the possibility that some players have a different name for different servers, it might as well just be 400 players max with 3 names each.

So yes, in some way, it's bullshit.

Subject: Re: Renegade is not dead
Posted by [ExEric3](#) on Sat, 02 Oct 2010 10:09:36 GMT
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Well. There was times when in ladder was over 6000 players. Next to this ladder arent sendd data from all servers.

Subject: Re: Renegade is not dead
Posted by [renalpha](#) on Sat, 02 Oct 2010 10:46:10 GMT
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wow didnt know that.
I just started playing again since 2 years.

540 IReconl 10004 40 46 0.87 7

Pretty funny that the wol ladder works

kd = negative btw
40 kills 46 deads...

Subject: Re: Renegade is not dead
Posted by [grant89uk](#) on Sat, 02 Oct 2010 11:15:40 GMT
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I could smurf nick a server with like 20+ names and they would all show up on the ladder.

Those stats dont mean anything.

Subject: Re: Renegade is not dead
Posted by [Di3HardNL](#) on Sat, 02 Oct 2010 11:27:27 GMT
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You guys want it to die or something with your negative responses?
And you can't smurf with 20 names because 9 is the limit.

FU AND PLAY

Subject: Re: Renegade is not dead
Posted by [Spyder](#) on Sat, 02 Oct 2010 12:03:08 GMT
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Di3HardNL wrote on Sat, 02 October 2010 13:27 You guys want it to die or something with your negative responses?
And you can't smurf with 20 names because 9 is the limit.

FU AND PLAY

Are you stupid? Direct-connect names are included in that ladder too, so in that case: "there is NO limit".

Subject: Re: Renegade is not dead
Posted by [CarrierII](#) on Sat, 02 Oct 2010 12:34:27 GMT
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Does that ladder's technical backend log serial hashes, or anything? Can we count the unique players?

Subject: Re: Renegade is not dead
Posted by [Di3HardNL](#) on Sat, 02 Oct 2010 13:09:27 GMT
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I never used direct-connect so I didn't know that.
Stupid people are those who make multiple names on one day, probably like you Anon.

And I don't know if it can count unique players.

Subject: Re: Renegade is not dead
Posted by [Spyder](#) on Sat, 02 Oct 2010 13:15:41 GMT
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CarrierII wrote on Sat, 02 October 2010 14:34 Does that ladder's technical backend log serial hashes, or anything? Can we count the unique players?

As far as I know it currently doesn't log the serial hashes, so every name is counted.

Di3HardNL wrote on sat, 02 October 2010 15:09 Stupid people are those who make multiple names on one day, probably like you Anon.

How did you know

Subject: Re: Renegade is not dead

Posted by [halo2pac](#) on Sat, 02 Oct 2010 16:25:10 GMT

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You know the ladder is shit right? (I mean this not to offend)
But you can exploit it and set yourself to rank 1. So it kinda doesnt matter. But it is nice to see people playing.

Subject: Re: Renegade is not dead

Posted by [trooprm02](#) on Sat, 02 Oct 2010 16:32:59 GMT

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Anon wrote on Sat, 02 October 2010 05:38Di3HardNL wrote on Sat, 02 October 2010 09:22Why would it sound like bullshit, the evidence is right here.

It's not evidence. This ladder just counts every playername. Considering the possibility that some players have a different name for different servers, it might as well just be 400 players max with 3 names each.

So yes, in some way, it's bullshit.

No. 90% of players only use a single nick...sure, maybe 5% use 2-3, and the remaining 5% use 5-10, but the vast majority don't.

Subject: Re: Renegade is not dead

Posted by [renalpha](#) on Sat, 02 Oct 2010 16:48:24 GMT

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ok ok calm down all.
you most probally all just should use a math formula to prove this stuff.

Subject: Re: Renegade is not dead

Posted by [A48943849](#) on Sat, 02 Oct 2010 20:25:38 GMT

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Nice little statistic to see! Sure it might not be entirely accurate, but that's still a lot higher than I thought.

Subject: Re: Renegade is not dead

Posted by [Homey](#) on Sat, 02 Oct 2010 21:41:40 GMT

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It's probably close to half of that in reality. When ren came out I remember there being nearly 40

000 unique names on the WOL ladder, plus GSA of course.

Subject: Re: Renegade is not dead
Posted by [DRNG](#) on Sat, 02 Oct 2010 23:55:58 GMT
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Everyone stop being negative! Our negativity (calling bullshit) is killing Renegade!

Subject: Re: Renegade is not dead
Posted by [renalpha](#) on Sun, 03 Oct 2010 00:11:39 GMT
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renegade = bullshit.

bullshit = what the renegade community amuses.

The thing what amuses the renegade community = other peoples life

Subject: Re: Renegade is not dead
Posted by [HaTe](#) on Sun, 03 Oct 2010 00:21:52 GMT
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Well that's not true. Other people's lives bore me when I'm on the internet. The drama, releases, and unpredictable behaviors of many is what keeps me coming to RenForums. Not to mention my general love for the game, and this being the official Renegade forums

Subject: Re: Renegade is not dead
Posted by [R315r4z0r](#) on Sun, 03 Oct 2010 00:31:34 GMT
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Anon wrote on Sat, 02 October 2010 05:38Di3HardNL wrote on Sat, 02 October 2010 09:22Why would it sound like bullshit, the evidence is right here.

It's not evidence. This ladder just counts every playername. Considering the possibility that some players have a different name for different servers, it might as well just be 400 players max with 3 names each.

So yes, in some way, it's bullshit.

Ok... so 400 people have 2 or 3 different names that they use regularly?

That makes no sense at all. I can see maybe 10 or 20 people who have multiple names... but 400? That's just not practical. It would be annoying to switch between names for each server you

play. It's just so completely retarded I can't even imagine people doing it.

Your theory is the one I call BS on.

Subject: Re: Renegade is not dead
Posted by [Altzan](#) on Sun, 03 Oct 2010 01:26:42 GMT
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R315r4z0r wrote on Sat, 02 October 2010 19:31Ok... so 400 people have 2 or 3 different names that they use regularly?

That makes no sense at all. I can see maybe 10 or 20 people who have multiple names... but 400? That's just not practical. It would be annoying to switch between names for each server you play. It's just so completely retarded I can't even imagine people doing it.

I mostly agree, although I know from experience that it's easy to misspell your name if you use Resurrection, for example.
And I imagine that cheaters/hackers might try using several different names (more than just 3) to try and evade bans and detection.

Those factors can push it higher, but not all the way to 1000+ people. It probably contributes, though.

Subject: Re: Renegade is not dead
Posted by [Crimson](#) on Sun, 03 Oct 2010 04:34:43 GMT
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C&C: Renegade -- Dying since 2003!™

Subject: Re: Renegade is not dead
Posted by [Crimson](#) on Sun, 03 Oct 2010 10:25:46 GMT
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<http://renladder.blackhand-studios.net/archives.php>

Subject: Re: Renegade is not dead
Posted by [Di3HardNL](#) on Sun, 03 Oct 2010 11:15:28 GMT
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Homey wrote on Sat, 02 October 2010 23:41It's probably close to half of that in reality. When ren came out I remember there being nearly 40 000 unique names on the WOL ladder, plus GSA of course.

Yes that is in the entire month, I was talking about one day.
In the archives you can see there were 7000 players last month.
I agree here that those are not 7000 unique players, I would guess like 5000 unique players.

February 26, 2002 - 40.000 players
October 30, 2010 - 5.000 players

There are 3168 days between these dates.

$35.000/3168 = 11$. Which means we lose 11 players everyday.
 $5.000/11 = 454$. Which means Renegade will last 454 more days.

RENEGADE'S DEATH : 28th DECEMBER 2011

Subject: Re: Renegade is not dead
Posted by [Di3HardNL](#) on Sun, 03 Oct 2010 11:17:00 GMT
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Ofcourse my calculation doesn't make any sense because Renegade will not die.

Subject: Re: Renegade is not dead
Posted by [Carrierll](#) on Sun, 03 Oct 2010 16:44:26 GMT
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Di3HardNL wrote on Sun, 03 October 2010 12:15Homey wrote on Sat, 02 October 2010 23:41It's probably close to half of that in reality. When ren came out I remember there being nearly 40 000 unique names on the WOL ladder, plus GSA of course.

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RENEGADE'S DEATH : 28th DECEMBER 2011

Because this is before 2012, I call BS, Mayans didn't predict it...

Subject: Re: Renegade is not dead

Posted by [luv2pb](#) on Mon, 04 Oct 2010 01:17:14 GMT

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Di3HardNL wrote on Sun, 03 October 2010 06:15 Homey wrote on Sat, 02 October 2010 23:41 It's probably close to half of that in reality. When ren came out I remember there being nearly 40 000 unique names on the WOL ladder, plus GSA of course.

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RENEGADE'S DEATH : 28th DECEMBER 2011

That is pretty conservative. Overo alone probably created 2000 nicks just to fail at bypassing his ban on n00bstories in just the last week.

I would honestly be surprised if half of that 7000 were unique.

Subject: Re: Renegade is not dead

Posted by [Jerad2142](#) on Mon, 04 Oct 2010 03:52:25 GMT

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Anyone that thinks its bullshit I disagree with because anyone that goes on-line has seen that there is usually around 100-200 players on-line. And I think it's safe to say that the first person that comes out and says that all those players are actually playing vanilla ren all day long is just crazy, Ren is fun but not that fun.

However if there are a mass number of name spoofers involved I'd say that the min unique players on-line in a day would be 800.
