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Subject: Re: @Crimson

Posted by [GEORGE ZIMMER](#) on Sat, 16 Oct 2010 22:07:34 GMT

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Crimson wrote on Sat, 16 October 2010 16:16 They weren't just hosted by Westwood during the beta. They hosted servers for several months, maybe even a year after the release of the game. And all their servers were 40 players. If they didn't think their game was "designed for" 40 players, they would have run smaller servers.

To be fair, Westwood's uh... management, was rather shitty at that point. They barely knew what was going on in their own game most of the time (Obviously bad bugs like blue hell, pointsbug, etc).

Still, though, yeah, it never had a target size for its games, really.

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