Subject: Ideal Server Size?
Posted by The Gurm on Thu, 07 Aug 2003 18:04:07 GMT
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Personally, the bigger the better. I think ~50 is ideal though, so as not to create an astonishingly low FPS in intense battles.

Subject: Ideal Server Size?
Posted by Crimson on Thu, 07 Aug 2003 18:05:34 GMT
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I have the most fun in 16-24 players... enough to defend the base, but not so many that nearly every rush fails.

Yet another interesting facet of Renegade... the tactics are so different depending on how many players there are.

Subject: Ideal Server Size?
Posted by K9Trooper on Thu, 07 Aug 2003 18:08:40 GMT
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Yet another interesting facet of Renegade... the tactics are so different depending on how many players there are.

I agree on your sizes for AOW. 16-24 is a very nice number.
For sniper, 8-12 is a good number.

Subject: Ideal Server Size?
Posted by General Havoc on Thu, 07 Aug 2003 18:10:16 GMT
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Mine has to be a 32 player AOW with at least 60 minutes on the clock if not more.

_General Havoc

Subject: Ideal Server Size?
Posted by Walrus on Thu, 07 Aug 2003 18:22:25 GMT
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I have me a bigjob 56k. I would have to say, ermmmmmmmm, some were around 12 to 16 for me.

Subject: Ideal Server Size?
Posted by kawolsky on Thu, 07 Aug 2003 18:49:32 GMT
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Subject: Ideal Server Size?
Posted by Planetshaun on Thu, 07 Aug 2003 18:57:02 GMT
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Roughly 12 - 42

Subject: Ideal Server Size?
Posted by Scythar on Thu, 07 Aug 2003 19:13:39 GMT
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http://www.n00bstories.com/image.view.php?id=1282071070

:rolleyes: Nice ladder though.

Subject: Ideal Server Size?
Posted by Homey on Thu, 07 Aug 2003 19:42:10 GMT
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40 for me, if i had a better computer 60. I can snipe fine till around 50people then fps gets low.

Subject: Ideal Server Size?
Posted by Imdgr8one on Thu, 07 Aug 2003 19:47:31 GMT
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Lol, best time ever with 100 people on one server....5 seconds left...tied game......CRASHED
SERVER.

Subject: Ideal Server Size?

Posted by Xtrm2Matt on Thu, 07 Aug 2003 21:09:41 GMT
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Subject: Ideal Server Size?
Posted by Demolition man on Thu, 07 Aug 2003 21:15:56 GMT
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1

so you always win.

But don't turn on FF and be GDI because you might get a draw.

Subject: Ideal Server Size?
Posted by Archcasp on Thu, 07 Aug 2003 21:37:17 GMT
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K9TrooperCrimsonI have the most fun in 16-24 players... enough to defend the base, but not so many that nearly every rush fails.

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I agree with u both

Subject: Ideal Server Size?
Posted by Whitedragon on Thu, 07 Aug 2003 22:40:40 GMT
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24-32 for AoW

Subject: Ideal Server Size?
Posted by Iaeubi on Fri, 08 Aug 2003 18:34:02 GMT
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CrimsonI have the most fun in 16-24 players... enough to defend the base, but not so many that nearly every rush fails.

Yet another interesting facet of Renegade... the tactics are so different depending on how many players there are.
I agree 16 is the most fun...12 is ok, but hard on some maps to make a good game.
8 players is best for practising tricks, rush taktiks and such

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Subject: Ideal Server Size?
Posted by Titan1x77 on Fri, 08 Aug 2003 18:38:42 GMT
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32 players

Subject: Ideal Server Size?
Posted by z310 on Fri, 08 Aug 2003 20:40:36 GMT
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ArchcaspK9TrooperCrimsonI have the most fun in 16-24 players... enough to defend the base, but not so many that nearly every rush fails.

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For sniper, 8-12 is a good number.

I agree with u both

Ditto

Subject: Ideal Server Size?
Posted by Fraga on Fri, 08 Aug 2003 20:55:16 GMT
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id have to say 70 Player marathon server , the reason , just look at the screen shot...

Subject: Ideal Server Size?
Posted by YSLMuffins on Fri, 08 Aug 2003 22:49:17 GMT
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24. Ideal server size for me, a good balance between FPS performance on my end and players on my team.

Subject: Ideal Server Size?
Posted by Ultron10 on Fri, 08 Aug 2003 23:06:10 GMT
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The more the better for me.

Although I like anything above 30.

Subject: Ideal Server Size?
Posted by Speedy059 on Thu, 14 Aug 2003 08:20:51 GMT
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I like 24 player games....but yet I host 2x50 player games...*slaps myself*

Subject: Ideal Server Size?
Posted by Dr.Snuggles on Thu, 14 Aug 2003 10:23:58 GMT
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8-16 for strategy. 16+ tend to lean more towards mayhem. That's generally how it turns out the places I frequent. Although I'm certain there are exceptions.