
Subject: Re: United Renegade Community
Posted by [trooprm02](#) on Sat, 07 Jul 2007 16:57:52 GMT
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All on a few servers would be ok, but then the games will get too big (40 player servers are already huge and laggy), but it reminds of the old WOL days when only a few servers were up in the first place, and including the ones hosted by themselves. The thing is, that leaves it to a few people to choose the settings and etc, right now I only frequent maybe like 5 servers because the rest have admins who pick out and enforce the stupiddest rules, maps, and settings
