

---

Subject: Re: C&C Ren Community

Posted by [impulseg](#) on Fri, 11 Jul 2008 06:06:49 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Goztow wrote on Wed, 09 July 2008 02:30 Servers with over 50 players will always have SFPS problems. It's nearly impossible to not have them with the amount of CPU and Ram the Ren FDS needs.

No way it could be worst then TF2 or 100 Tick CSS servers. I'm going to throw up a Renegade server tomorrow on some of our 8 Core systems and see what kind of usage these servers run.

As for hosting, I see the empty server count is extremely high, so probably not a market I want to get into unless these servers are being home hosted or hosted on ancient hardware.

As for the community, you seem extremely active and passionate about this game.

I'll post a test ip when I get a server up.

---