
Subject: Re: Dying Ren

Posted by [rrutk](#) on Sun, 06 Dec 2009 01:13:39 GMT

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Crimson wrote on Sat, 05 December 2009 18:22As to the TeamSpeak bug, it's just a sequencing error on my part. I'll make it a priority to fix it this week.

thx.

and for the playercount:

ok, today its rly full and enjoyable (except the TS bug).
a positive surprise.

but may be there is an difference between statistics and "felt playercount". one full game will mathematically raise up the average of a lot of empty games.

@luv2pb:

this is neither a new bitch fest nor I post wrong "facts" about n00bstories. All i posted are my personal observations from the last months. I was in daily, as u can see within the ladder details. May be i miss the times, where there server is full.

also the topic is about ren servers and playercount in general.

as others confirm a general player-loss, it seems to be that im not so wrong.

but nevermind.

those are right saying, that every game will die some day.
and there isnt a lot to do against it.