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Subject: Final Renegade as an Anti-Cheat  
Posted by [Crimson](#) on Fri, 23 Jan 2004 17:47:11 GMT  
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m69m77were you been the ren community is allready flooded with cheats and the servers are down to maybe 100 players now becuse of it !!! ... and may never recover , even with rengaurd !

Actually mac has been tracking WOL and GameSpy player counts for a couple of months now and you're dead wrong.

WOL in the USA averages 440 players through the day, peaking near 1000 in the middle of the day (US time).

The European WOL server averages about 200 players, peaking at 600 during the day.

The GSA figures stopped updating a couple days ago (/me goes to tell mac) so I can't give you accurate figures for average, but peak is 400

The GSA counts are from the actual count that they keep track of. The WOL figures are obtained from counting the number of players in each WOL server and adding them together. I don't know if this includes chat or not.

So at peak times, you're looking at 1000 WOL USA + 600 WOL Europe + 400 GSA = 2000 gamers... approximately 20 times your estimate or 2000% of it.

And after RenGuard comes out, one of the milestones of success will be these numbers rising.

It's hard to argue with cold hard statistics, isn't it?

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