
Subject: RenX dead already??

Posted by [iRANian](#) on Tue, 04 Mar 2014 22:14:40 GMT

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European evening during the holidays and there are only 350 players on???

No one playing clan wars either, wtf

Subject: Re: RenX dead already??

Posted by [ehhh](#) on Tue, 04 Mar 2014 22:35:25 GMT

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460 atm

confirmed dead

Subject: Re: RenX dead already??

Posted by [iRANian](#) on Tue, 04 Mar 2014 22:52:20 GMT

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ehhh wrote on Tue, 04 March 2014 15:35460 atm

confirmed dead

that's including bots, 360 on now

only 7 servers with more than 20 players in it.

#dead

also fucking laughing hard at how the shitty ass launcher does alphabetical sorting on player count, instead of numeric sorting.

Subject: Re: RenX dead already??

Posted by [Omar007](#) on Wed, 05 Mar 2014 00:06:18 GMT

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iRANian wrote on Tue, 04 March 2014 23:14European evening during the holidays and there are only 350 players on???

What holiday?

/university ftw

Subject: Re: RenX dead already??
Posted by [iRANian](#) on Wed, 05 Mar 2014 00:13:42 GMT
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Carnaval!

Subject: Re: RenX dead already??
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2014 01:09:16 GMT
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I've noticed that servers report 39/40 players and have only one or two people in them when you join. I'm not particularly thrilled with that. Hopefully it's some sort of bug they can fix

Subject: Re: RenX dead already??
Posted by [YazooGang](#) on Wed, 05 Mar 2014 01:51:42 GMT
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Where are you guys getting these numbers from?

Subject: Re: RenX dead already??
Posted by [Gen_Blacky](#) on Wed, 05 Mar 2014 02:10:13 GMT
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the ingame list is broken use the launcher.

Subject: Re: RenX dead already??
Posted by [Aircraftkiller](#) on Wed, 05 Mar 2014 02:40:50 GMT
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Yeah, it is pretty dead according to the browser then. That's a shame.

Subject: Re: RenX dead already??
Posted by [liquidv2](#) on Wed, 05 Mar 2014 04:51:01 GMT
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Iran is one of the most overly critical people i've ever encountered on the internet lol

Subject: Re: RenX dead already??
Posted by [Agent](#) on Wed, 05 Mar 2014 07:52:45 GMT

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liquidv2 wrote on Tue, 04 March 2014 21:51Iran is one of the most overly critical people i've ever encountered on the internet lol

Subject: Re: RenX dead already??
Posted by [zunnie](#) on Wed, 05 Mar 2014 08:08:26 GMT
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lol

Subject: Re: RenX dead already??
Posted by [ehhh](#) on Wed, 05 Mar 2014 12:59:26 GMT
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apparently sorting the player list by say name, mixes them up and makes you join the wrong server fyi

Subject: Re: RenX dead already??
Posted by [shaitan](#) on Wed, 05 Mar 2014 13:50:14 GMT
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Use the launcher, sort by IP. That one seems to work the best at finding your favorites(they need a favorite button).

Subject: Re: RenX dead already??
Posted by [zunnie](#) on Wed, 05 Mar 2014 14:15:39 GMT
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Launch the game, press the tilde ~ key to access the console and type:

open us.ren-x.com [enter] to join the usa server
open fr.ren-x.com [enter] to join the french server
or: open iphere:port to join any other server

Subject: Re: RenX dead already??
Posted by [Wyld1USA](#) on Wed, 05 Mar 2014 22:25:06 GMT
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From what I can tell both the Launcher and in-game list are boofed. I found the same thing,

servers showing double digit players to join and only find less than 5. True player counts are unknown lol.

Sorting the Launcher after the initial launch not only changes the server links so when you think you are joining XYZ server, you join some other server but it changes the column headings. Number of players becomes ping and so on. I couldn't get into MPF server using either list until I did what Zunnie typed above in the console.

I know they worked hard and I appreciate it, but I would think things like this would be a priority to correct. Also the support seems sporadic on the RenX site as they don't reply to all issues, just selected ones.

Subject: Re: RenX dead already??
Posted by [escelade3](#) on Wed, 05 Mar 2014 22:57:00 GMT
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I thought I heard that the server issue was if you sorted the server list the it would display the servers incorrectly.

I found if you don't sort the server lists they usually are correct.

Subject: Re: RenX dead already??
Posted by [EvilWhiteDragon](#) on Wed, 05 Mar 2014 23:48:27 GMT
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iRANian wrote on Tue, 04 March 2014 23:14European evening during the holidays and there are only 350 players on???

No one playing clan wars either, wtf
You're aware that it's not a holiday for a lot of people, I hope?

Subject: Re: RenX dead already??
Posted by [ehhh](#) on Thu, 06 Mar 2014 00:52:25 GMT
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impossible to reply to every bug report

Subject: Re: RenX dead already??
Posted by [Trojan](#) on Thu, 06 Mar 2014 02:46:30 GMT
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All the major bugs will be fixed in a patch that should be released in about a weeks time. The

Launcher and in game server lists are a part of that.

Subject: Re: RenX dead already??

Posted by [\[NE\]Fobby\[GEN\]](#) on Thu, 06 Mar 2014 03:21:15 GMT

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Trojan wrote on Wed, 05 March 2014 21:46 All the major bugs will be fixed in a patch that should be released in about a weeks time. The Launcher and in game server lists are a part of that.

Not all major issues will be fixed next week, but many of them will be addressed in the patch (crashing on map changes, sidearm bugs, making the UI more user-friendly, airstrike imbalances and annoyances, reduce vehicle lag). So we're working on it.

There will be more hotfixes and patches in the future. We'll be around to support the game, add new content, fix glitches, and give the communities all that they need to manage and moderate their servers. Ideally, we'd also like to give our community the ability to create custom maps, mutators, and mods.

Subject: Re: RenX dead already??

Posted by [Aircraftkiller](#) on Thu, 06 Mar 2014 03:46:49 GMT

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Don't give me that ideally stuff, make it happen

Subject: Re: RenX dead already??

Posted by [Xpert](#) on Thu, 06 Mar 2014 08:06:54 GMT

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I like how Trojan posts as if he's part of the dev team just because he talks to 2 developers daily on TS lol.

Subject: Re: RenX dead already??

Posted by [iRANian](#) on Thu, 06 Mar 2014 08:40:32 GMT

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Good to hear all major bugs will be fixed in the coming weeks.

Subject: Re: RenX dead already??

Posted by [Gen_Blacky](#) on Thu, 06 Mar 2014 22:10:59 GMT

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Xpert wrote on Thu, 06 March 2014 01:06l like how Trojan posts as if he's part of the dev team just because he talks to 2 developers daily on TS lol.

lol ^ funny shit

Subject: Re: RenX dead already??
Posted by [ssptweek](#) on Thu, 13 Mar 2014 23:22:23 GMT
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Xpert wrote on Thu, 06 March 2014 03:06l like how Trojan posts as if he's part of the dev team just because he talks to 2 developers daily on TS lol.

lol. Funny.

Subject: Re: RenX dead already??
Posted by [Starbuzz](#) on Sat, 11 Oct 2014 20:46:47 GMT
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ReneX blows.

lol @ Apache/Orca rockets and bullets.

Subject: Re: RenX dead already??
Posted by [Jerad2142](#) on Sat, 11 Oct 2014 21:56:34 GMT
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So is it dead again already or is it staying alive longer this time?

Subject: Re: RenX dead already??
Posted by [Renx](#) on Sat, 11 Oct 2014 22:49:28 GMT
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There's 1 NA server and a couple EU that stay full most of the time.

Subject: Re: RenX dead already??
Posted by [ehhh](#) on Sun, 12 Oct 2014 12:15:20 GMT
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has more players than renegade now

lol!

Subject: Re: RenX dead already??

Posted by [Aircraftkiller](#) on Mon, 13 Oct 2014 00:14:16 GMT

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Six players versus five, what a great celebration that will be
