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Subject: Re: EA Partners with XWIS Community Service

Posted by [Blazer](#) on Fri, 07 Oct 2005 08:48:50 GMT

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Goztow wrote on Fri, 07 October 2005 04:09XWIS had the infrastructure, BHS doesn't (yet) so this gives them proly the main advantage.

Actually we do. Even folks like Dante long ago took part in creating a WOL replacement (REOL). BHS also has it's own WOL clone on the back burner, ready to go in case WOL ever was shut down.

Even if WOL were to somehow go away forever (for the sake of argument that XWIS nor BHS nor any other third party would be permitted to support it), Renegade would still not be dead, for we could play on GameSpy. The biggest problem with that scenario is that we would lose lots of players who aren't "in the know" and would just stare blankly at their screen when they cannot connect to WOL, give up, and uninstall.

As someone else mentioned, I imagine that all of WOL will go to XWIS, as it would be too much "trouble" for EA to point just the renegade WOL servers to BHS counterparts (even though it would just be updating some DNS entries). I still hope that BHS gets a chance to further support Renegade. If not, hopefully XWIS has the capacity to support the Renegade community.

This could also be a good thing in that it sets a precedent for EA allowing third parties to support their legacy games. While I doubt we would ever get the golden fleece of Renegade source code, perhaps in the future we would be allowed to take on more support responsibilities.

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