
Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Mon, 17 Oct 2005 03:32:28 GMT
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Originally when I read this it sounded like a total fallout. But, the more I think about it the more I like the idea.

Some things to think about:

- No more excess flood (as Crimson already mentioned)
- No more Cyberpunk (at least we can hope)
- Ban controls
- Instant connect (no more waiting 30 seconds or having to try to connect twice)
- FDS serial problem is solved, not that it was really was a problem to begin with...
- Most chat relays won't work/will be banned
- Possibility that the USA/Euro/Pacific servers will be combined into one server

And the best part about this is that Xwis is a basically a clone of WOL except it says Xwis, not WOL. All the features are the same and if the amount of players doesn't impact server stability it will far less laggy and faster. All Xwis needs to do is hire virtual ted and delphi and it's basically WOL again.
