
Subject: Re: Crimson, throw the towel in
Posted by [null](#) on Sun, 25 Jun 2006 04:26:22 GMT
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There are SO many alternatives to WOL. But you're too much of an idiot to know that, because you're just an op from IRC.

First being WU. WU was created by WSE, yes, Westwood Exposed. They were the first to offer an alternative to WOL, way back in 2002 when VTed started winding things down (firing Sherry, setting +m in all channels). This never got off the ground, because Revolt and Ty got in a fight.

Second being CNCR. This EXISTED and was ran by Revolt, England, Kholdstare, Epyon and others and hosted by Edexcel.

Heres the ones that never made it online:

ApaxTeam - x210 created many WOL clones and used Revolts. This never took off because of financial problems, and x210's lack of dedication.

GNOL/TSWOS - Me and semanuk's project to create a Delphi WOL clone with full support for battleclans. It never made it online because our server provider got tired of waiting for us.

REOL - Developed by Scorpio9a. Functioning. Never stayed online because nobody cared enough. This is the version Crimson was supposedly ready to use.

Here are some currently developed WOL clones

FSGS - Not under development anymore

PvPGN - Full support for every WOL game except Renegade

pyWOL - Actively developed Python WOL clone.

Dont even start with me about "there was no alternative". There was no reason, other than Crimson's apathy, that XWIS should have been selected as the successor to WOL.

As for the updates, I'm talking about something other than maintainance that can give the community a reason to exist.
