
Subject: Did you know.....

Posted by [Blazer](#) on Mon, 03 Mar 2003 21:16:30 GMT

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Demolition man Why does reol need my cd key? Do you care that people will play on it with warez version? I wouldn't care the more people play it the beter.

I'm talking out of my ass here, because I was not part of the REOL development team. I do know a bit of how WOL works though, so I will offer these logical explanations:

1. REOL was built to emulate WOL...emulation means acting the same, so if WOL needs a serial to connect so does REOL.
2. The serial number validation is part of the WOL/REOL login protocol.
3. Having an authentication/challenge keeps people from logging into WOL/REOL with a simple MIRC client. Yes, some people have bypassed this by using the "relay"...but guess what...the relay uses your serial number as well, since WOL/REOL will not let you connect without it. Last I heard though REOL was going to have some extra measures to prevent relay usage.

That being said, I'm not sure what to think about accusing Dante of stealing serial numbers. Everytime you play a game on WOL you are "giving" them your serial number. Its part of the login process. Dante and Scorpio worked hard to make REOL possible, and well...all I can think of is the saying "Don't bite the hand that feeds you".
