Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by Speedy059 on Thu, 02 Apr 2009 11:02:49 GMT
View Forum Message <> Reply to Message

From a server administrative side I just don't see how this will be cheap. The amount of territory presence with massive 10-50Gbps connections in DC's around the world, I just don't see how this could even be under $50/mo, without the games. People living on the East Coast of the USA don't want to play on West Coast servers. They might as well team up with Google Cloud to run this operation, otherwise people wont be happy about the trace routes to the gaming On Live servers with their latency...

Bad bad bad idea. There is no way this can be cheap and worth it. They probably think that WOW is able to pull it off with subscripts, so they can to. But WOW isn't as heavy on bandwidth streaming like some popular console multiplayer games like COD...

I'll give them 2 years to shut the doors. 1st year will be a guaranteed loss, and the CEO's will promise a good 2nd year but still will fail....