
Subject: Re: How do we get Renegade great again?
Posted by [reborn](#) on Thu, 19 Aug 2010 07:40:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Crimson wrote on Wed, 18 August 2010 18:14Crimson doesn't have the REOL files. Anything made by RE is at best incomplete and barely operable anyway. The TT team could whip up a suitable WOL clone in a matter of days (a couple weeks if you include testing) but moving the community to a clone is a nightmarish process that will most likely split the community in half and ultimately end up in no one moving to it.

As for disabling serial validation, I am quite against that idea while XWIS is still prone to page flood abuse. Serial banning is the only weapon we have against them at the moment. There are other types of floods that are possible as well that we would be completely unable to stop without XWIS serial banning.

I thought REOL was complete and you was in possession of it, my bad. Although, as you pointed out, it's mainly irrelevant anyway as One could be made in a relatively short amount of time.

However, I disagree that it would split the community. You could list the FDS on both XWIS and the clone at the same time, most players that joined via XWIS would not even be aware of the type of server they joined.

In any case, if it did cause a split, then those faithful to XWIS would just stay in the XWIS only servers. I can't see servers like n00bstories and Jelly moving from XWIS, as they see a nice amount of players anyway.

However, there are a mass amount of empty servers sitting on XWIS, they have nothing to lose by listing their server on both platforms, or just migrating altogether.

While it's true serial validation on XWIS means that most threats are blocked, it's by no means fool proof, and anyone with a slight amount of knowledge on XWIS protocol could prove that pretty easily. Although granted, serial validation is nice for many reasons, and it's better to have it.

However, serial validation is of little importance to the server owner with 0 players. You can't justify turning it off globally on XWIS for said server owner, so a clone is at least a viable alternative.

You could perhaps even make the torrented game include a little patch that sends XWIS upon joining their hardware serial information. Better than nothing.
