
Subject: REOL

Posted by [dancinrat](#) on Wed, 31 Dec 2003 17:32:29 GMT

[View Forum Message](#) <> [Reply to Message](#)

Ive heard its name, but what is it and where can i get it and is it any good ?

Thnx.

Subject: REOL

Posted by [Try_lee](#) on Wed, 31 Dec 2003 19:40:22 GMT

[View Forum Message](#) <> [Reply to Message](#)

REOL = dead.

Subject: REOL

Posted by [Cpo64](#) on Wed, 31 Dec 2003 20:55:12 GMT

[View Forum Message](#) <> [Reply to Message](#)

REOL was put to rest becuae of a lack of intrest.

It was a alternative to WOL, people saw no reason to swich because WOL worked fine.

Subject: REOL

Posted by [kawolsky](#) on Wed, 31 Dec 2003 21:49:55 GMT

[View Forum Message](#) <> [Reply to Message](#)

iv never heard of it before....

Subject: REOL

Posted by [warranto](#) on Wed, 31 Dec 2003 23:33:25 GMT

[View Forum Message](#) <> [Reply to Message](#)

I'd say just keep it on ice for now. WOL probably won't stay up forever, and anything is better than Gamespy.

Subject: REOL

Posted by [Dante](#) on Thu, 01 Jan 2004 00:00:28 GMT

[View Forum Message](#) <> [Reply to Message](#)

it was "put on ice"

i still have the code of the last version, not 100% stable, but runnable, problem being, people just wanted to flame us for stealing and databasing there serial numbers (which we didn't do) and at any one time, there was only one server (Domsvr04) and about 1-10 players, so the service was stopped.

Subject: REOL

Posted by [Majiin Vegeta](#) on Thu, 01 Jan 2004 16:25:46 GMT

[View Forum Message](#) <> [Reply to Message](#)

i posted many posts about it.. everyone said i'll check it out.. but they never did..

then people bitched about stealing serials.. yea why would you wanna steal serials for a dead game???

we could get a advertising campiegn (*spelling) going.. move to REOL.. where the cheaters get banned for life i dunno :/
