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Subject: Clear skies ahead....I hope  
Posted by [Creed3020](#) on Sat, 21 Feb 2004 03:40:11 GMT  
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WOL is running perfectly now as far as I can see.

I can connect on the first try and it takes maybe 2 seconds before I am in the advanced game listing.

Also the ladder works too...

The lobby is listing the correct amount of players in game.

I sure hope this sticks...For once maybe EA pulled their ass off the floor.

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Subject: Clear skies ahead....I hope  
Posted by [Majiin Vegeta](#) on Sat, 21 Feb 2004 05:18:47 GMT  
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my bot has been connected 3 days now with no disconnects

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Subject: Re: Clear skies ahead....I hope  
Posted by [cowmisfit](#) on Sat, 21 Feb 2004 12:18:14 GMT  
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Creed3020  
Also the ladder works too...

YES YES YES YES YES THIS RULES!!!! HOPE IT WORKS FOR ME, MOO.

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Subject: Clear skies ahead....I hope  
Posted by [cowmisfit](#) on Sat, 21 Feb 2004 17:03:01 GMT  
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Welp played, now wait for update adn see if it finnal keeps me stats again

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Subject: Clear skies ahead....I hope  
Posted by [dal11](#) on Sat, 21 Feb 2004 21:30:03 GMT  
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I played last night and it was amazing. Everything worked fine, all nicks connected first time not timeouts, the game seemed to play better, and the player count was accurate.

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Subject: Re: Clear skies ahead....I hope  
Posted by [flyingfox](#) on Sun, 22 Feb 2004 01:19:03 GMT  
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Creed3020I sure hope this sticks...For once maybe EA pulled their ass off the floor.

This isn't them pulling their ass off the floor.

All they done was fuck something up, and fix it. No changes.. A "pulling ass off floor" would be a shiny new patch with bug fixes, new maps and balance to n00b cannons.

I'm sure they know what to get the community next christmas.. they just don't "want" to waste the funds.

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Subject: Clear skies ahead....I hope  
Posted by [z310](#) on Sun, 22 Feb 2004 01:25:19 GMT  
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I saw no difference.

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Subject: Clear skies ahead....I hope  
Posted by [snipesimo](#) on Sun, 22 Feb 2004 03:25:38 GMT  
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Its still broken, only the start bug is now disguised as some weird ass error. Its like sugar coating shit.

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Subject: Clear skies ahead....I hope  
Posted by [gam3rj](#) on Sun, 22 Feb 2004 11:30:18 GMT  
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Westwood still goes down for me sometimes. I do like how they revived the ladder though. I wonder how much the current staff in charge actually know about handling Westwood Online and Renegade. I bet if they tried to patch anything or fix current issues, they would just dig a deeper hole. Our hopes of getting a better Renegade are far passed on the developer side. The only breakthroughs we get now are from the community.

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Subject: Clear skies ahead....I hope  
Posted by [exnyte](#) on Sun, 22 Feb 2004 12:10:18 GMT  
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gam3rjThe only breakthroughs we get now are from the community.

Enter: Blackhand Studios.

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Subject: Re: Clear skies ahead....I hope  
Posted by [Blazer](#) on Sun, 22 Feb 2004 12:54:44 GMT  
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drkhazea shiny new patch with bug fixes, new maps and balance to n00b cannons.

And how would they do that? None of the Renegade programmers work for WS/EA anymore, the source code is probably on a tape somewhere on a shelf, even if they pulled it down it would take months for coders to study it, modify it, QA it, and release something. And for a game that you can find for \$5 in the bargain/clearance bin...I doubt it.

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Subject: Clear skies ahead....I hope  
Posted by [z310](#) on Sun, 22 Feb 2004 15:49:42 GMT  
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I hate eagames

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