
Subject: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Thu, 06 Oct 2005 20:27:54 GMT
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"Apoc, EA C&C Community Manager"Greetings from your C&C Community Manager!

To continue the ten year anniversary celebration of the widely popular Command and Conquer franchise, I am pleased to reveal EA's partnership with XWIS (XCC WOL IRC SERVER)!

Through this partnership, all Command and Conquer games formerly supported by EA/Westwood Online will be redirected through XWIS, thus instituting XWIS as the main online game server management team. XWIS is a community driven online game server that launched in October 2003 to replace the XCC Community Ladder. The new and improved features enabled include chat, in-game ranks, matching filters, lobby monitoring, improved Quick-Match, and fully functional automatic ladders for clans and individual tournament players. The beauty of this partnership is that you won't have to download any external programs to utilize XWIS. All the enabled features and connections to the servers are already integrated into the supported games!

I'm also excited to share with you that the Strike Team will be monitoring the banning and anti-cheat controls on a daily basis and will provide technical support as needed. The Strike Team is a website built of hardcore Command and Conquer fans and is sponsored by the EA German Community Team. Their goal is to ensure a controlled and fun online environment for all players.

XWIS will commence a two week trial period with Command & Conquer Red Alert 2 and Command & Conquer Red Alert 2: Yuri's Revenge. Once this trial is completed on Oct. 20th, XWIS will be supporting the following EA/Westwood online games:

- Command & Conquer Red Alert 2
- Command & Conquer Red Alert 2: Yuri's Revenge
- Command & Conquer Tiberian Dawn
- Command & Conquer The Covert Operations
- Command & Conquer Red Alert
- Command & Conquer Red Alert: Counterstrike
- Command & Conquer Red Alert: Aftermath
- Command & Conquer Tiberian Sun
- Command & Conquer Tiberian Sun: Firestorm
- Command & Conquer Renegade
- Dune 2000
- Nox
- Emperor: Battle for Dune

EA is 100% dedicated to the Command and Conquer franchise and wants to ensure a strong and secure online gameplay environment. Long live Command and Conquer! We hope to see resurgence in the legions of NOD and GDI followers claiming ground online.

Good luck soldier. Hit the hot keys and get online with Command and Conquer!

--Apoc

Please express your opinions on this. No opinion will be rejected and I will make sure your feedback gets back to EA.

What does this mean?

In theory, it will mean the end of Excess Flood boots off WOL, the end of script kiddies messing with servers, the end of needing FDS serials.

But what it could also mean is heightened instability of WOL as a whole as XWIS multiplies their capacity from 300-400 unique gamers a month to THOUSANDS playing Renegade. I am personally concerned that the team at XWIS has not expressed any care about Renegade at all and we are BY FAR the largest group affected by this.

This two-week trial for other C&C games is our chance to speak up and provide feedback before it's permanent. There are some good things and potentially bad things that could happen as a result of this. How do you feel?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Thu, 06 Oct 2005 20:31:56 GMT

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I daresay that BHS knows more about C&C Renegade's WOL data than Strike Team. That isn't to say that Strike Team doesn't know a lot -- I'm sure they do.

Personally, I think it would be in everyone's best interest if BHS could make a deal with Strike Team to assist with the Renegade portion of their XWIS.

Subject: Re: EA Partners with XWIS Community Service
Posted by [cmatt42](#) on Thu, 06 Oct 2005 20:37:33 GMT

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I'd have to agree with Kanezor.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Sir Kane](#) on Thu, 06 Oct 2005 20:59:10 GMT

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What about the logins/passwords? I really don't like the fact that third party people get access to that. Be it by transferring the database or their own registering service.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Kanezor](#) on Thu, 06 Oct 2005 21:00:34 GMT

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I'm sure that in order for Strike Team to be able to have such priveledges, EA would have had them sign various agreements. I'm sure that not abusing any information they receive is one of those agreements.

Subject: Re: EA Partners with XWIS Community Service

Posted by [xptek](#) on Thu, 06 Oct 2005 21:09:24 GMT

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BATTLE FOR a00 NICKS IS NOW

Subject: Re: EA Partners with XWIS Community Service

Posted by [Renx](#) on Thu, 06 Oct 2005 21:15:06 GMT

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This is their way of dropping support for WOL and all things related to C&C.

I think BHS should be jumping all over this oportunity. Perhaps they'd be willing to work with you, or something to that effect.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Yoshimitsu](#) on Thu, 06 Oct 2005 21:33:40 GMT

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This is not good.

Subject: Re: EA Partners with XWIS Community Service

Posted by [rm5248](#) on Thu, 06 Oct 2005 21:34:50 GMT

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It'll spread out how many people are playing on WOL... Less people = less full games... I'm not really sure. I suppose that it depends on how many people want to play on XWIS.

I just checked the XWIS server, most of the people on there are playing RA2. I was the only Renegade person.

Just pointing this out. I don't have an opinion at the moment.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Kanezor](#) on Thu, 06 Oct 2005 21:39:57 GMT

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No. If this pans out like it's supposed to, then *ALL* WOL players will end up playing on XWIS. No choice, so no spreading of players between WOL and XWIS.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Mad Ivan](#) on Thu, 06 Oct 2005 21:52:04 GMT

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or in short - EA Just Killed WOL...

Subject: Re: EA Partners with XWIS Community Service

Posted by [cheesesoda](#) on Thu, 06 Oct 2005 21:58:23 GMT

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EA has 0% dedication towards Command & Conquer. They just realize that C&C is still very popular with the PC gamers. While I'm sure there are employees at EA who love the series and are enthusiastic about this, I foresee this being a disaster. EA won't care as they have already shown, and I don't really trust XWIS completely yet. I should probably try it out before I make any opinions on it, but right now, I'm skeptical. My skepticism probably isn't founded on much, but who knows? I see the fact that we won't have idiots crying about not having an FDS server as a good thing, but I don't really see the need for more servers as it stands, anyways.

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Thu, 06 Oct 2005 22:06:05 GMT

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i'm wonderig if this means things like the lobby chat will be turned back on in red alert2 and how much support they will give.

i also wonder if ea is suggesting that they are washing their hands of c&c (even though they state otherwise) or, if this works out, will they continue to make more c&c games(like the rumored redalert 3)

my only concern is this responsibility and private information being handed over to a third party. what do we know about this organization? are they accountable for the actions of their employees? what safe guards do they go through to make sure they are hiring only responsible people?

is this just a bunch of online people who have never seen eachother? do they let just anyone join up with no background checks?

i think we've all had experience with people we play with/collaborate with online who seem like upstanding people only to find out later they are really assholes.

when i buy something from ea or contact ea for any reason, i know i am dealing with a corporate entity which i can hold accountable if one of their employees does something illegal or wrong...what such repercussions are available against these 3rd parties?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Thu, 06 Oct 2005 22:25:12 GMT

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When Ted Morris of Westwood handed the responsibility of these forums over to me, he specifically stated that he could not hand over any information at all. That's why you all had to re-register here when that happened. We used a sort of scraping mechanism to get many of the old posts back but that wasn't with Westwood's knowledge or consent (or objection).

However, in this change-over, we players won't notice anything different except the MOTD. And some of us with custom software like WOLProxy will have to change a couple things. What that also means is that our client software will happily send over our serials, usernames, and encrypted passwords. But, what good would they be without WOL online anymore? What harm could be done with them? Pretty much nothing.

I found out about this a couple of weeks ago when I approached them about the problem with the FDS serials. Essentially this solves that problem. In this probable scenario, BHS would release one serial that anyone could use to get through the installer for the FDS.

I had always hoped that BHS would get the opportunity to support the Renegade community in a more official capacity, and in fact we already have most of the software and infrastructure required to do so.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Yoshimitsu](#) on Thu, 06 Oct 2005 22:38:45 GMT

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This is simply an unappreciative move on EA's part. After all the things this Renegade community has contributed, it gets handed over to somebody who's heart really isn't in Renegade.

What a shame.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Nukelt15](#) on Thu, 06 Oct 2005 23:32:49 GMT

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Quote:To continue the ten year anniversary celebration of the widely popular Command and Conquer franchise

That's a bit ironic, seeing as how EA killed the C&C franchise...

Well, we all knew EA would shrug off WOL sooner or later. It was only a matter of time.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Kytten9](#) on Thu, 06 Oct 2005 23:48:05 GMT

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Thats the only thing EA is good at! Hanging great and popular games out to dry! I share J_Ball's skepticism!

Subject: Re: EA Partners with XWIS Community Service

Posted by [genetix](#) on Thu, 06 Oct 2005 23:54:17 GMT

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Its another way for EA to save money and dump off the C&C franchise faster. They're just losing money on the game now so they're finding a way to stop paying the bills.

If you ask me the Renegade portion being one of the largest should be given to BHS for management. If you think about it Renegade is really on a category of its own. It was the only FPS type game in the C&C series.

Fuck EA. Thats my main point. I no longer purchase any of their products because of their lack of support. If I want want one of their games I simply download it.

I felt it important to include CCFan's input here since he is a major part of this community. He shares a very important remark:

Quote:This is doomed to fail unless Olaf (creator of XWIS) makes some changes. XWIS is missing a key command that allows Renegade to work behind NAT (anyone with a router uses NAT).

Subject: Re: EA Partners with XWIS Community Service

Posted by [Lijitsu](#) on Fri, 07 Oct 2005 00:31:30 GMT

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"Apoc, EA C&C Community Manager"EA is 100% dedicated to the Command and Conquer franchise

And EA says they don't lie. A said it to a clan manager, and I'll say it to EA: Sure, you can talk it. But can you prove it?

Yes, EA claims they have technical support, and it's true, they do. However, it is almost as bad as AOLs tech support.

Yes, EA claims to support C&C, and it's true, they do. However, this is only because they thought they would get money from it.

Yes, EA claims to be this great corporation for gamers, and it's true, they are. However, this is only because EA makes video games, otherwise it would be about hotdogs or something.

My point here is that, EA, although producing many sometimes good games, they are useless. They have horrible tech support, they don't approve of hardly anything worthwhile, they killed WestWood and C&C, and they think they're doing good.

The few people who had previously worked at WestWood have either moved on to Blizzard Entertainment(YAY!) or they moved on to a different company, taking with them their great RTS making knowledge.

Go to hell, EA. Give Black Hand Studios support of Renegade, and maybe you'll be considered smart.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Yoshimitsu](#) on Fri, 07 Oct 2005 01:14:33 GMT

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Amen. Give it to the people who know the game and who have created countless patches for it (Renegade).

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Fri, 07 Oct 2005 01:26:06 GMT

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genetix wrote on Thu, 06 October 2005 19:54: Its .

Fuck EA. That's my main point. I no longer purchase any of their products because of their lack of support. If I want one of their games I simply download it.

so, you've decided to be a thief because you don't like the company but you want to play their games?

i really wish they would take copyright laws more seriously and put assholes like you in jail!

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Fri, 07 Oct 2005 01:30:43 GMT

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Crimson wrote on Thu, 06 October 2005 18:25 What that also means is that our client software will happily send over our serials, usernames, and encrypted passwords. But, what good would they be without WOL online anymore? What harm could be done with them? Pretty much nothing.

ea has always said "don't give your serial number to anyone. if they get it you can lose your playing ability"

now, these strangers will have our serials and our usernames. they can also get our passwords easily enough with any brute force password program.

also, is this the only information they are getting? or are they getting info from our profiles or registrations also?

Subject: Re: EA Partners with XWIS Community Service

Posted by [Jecht](#) on Fri, 07 Oct 2005 01:49:05 GMT

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100% dedication towards command and conquer? If that's 100% dedication, I would hate to see what 50% is. Tell them I said EA sucks. Make a "good" command and conquer game and I will change my mind. I believe many share this opinion.

Subject: Re: EA Partners with XWIS Community Service

Posted by [JeepRubi](#) on Fri, 07 Oct 2005 01:59:50 GMT

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gbull wrote on Thu, 06 October 2005 20:49:100% dedication towards command and conquer? If that's 100% dedication, I would hate to see what 50% is. Tell them I said EA sucks. Make a "good" command and conquer game and I will change my mind. I believe many share this opinion.

yes i share your opinion

Subject: Re: EA Partners with XWIS Community Service

Posted by [genetix](#) on Fri, 07 Oct 2005 04:13:17 GMT

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spotelmo wrote on Thu, 06 October 2005 19:26genetix wrote on Thu, 06 October 2005 19:54Its .

Fuck EA. Thats my main point. I no longer purchase any of their products because of their lack of support. If I want want one of their games I simply download it.

so, you've decided to be a thief because you don't like the company but you want to play their games?

i really wish they would take copyright laws more seriously and put assholes like you in jail!

I would like to see them try. They wouldn't go after me anyway. They would go after the source.

I'll admit EA games makes good games. But I believe a company should support their products or be punished to the full extent of the law. For example. I bought a game called Gangland. It wouldn't work so I emailed the support team. 42 emails later they said they would email me back if they found a result to the problem. 2 emails before that they told me I was the first one to post a problem in the last 14 months.... I tried that game on 4 different computers and could NEVER get it to work. To bad theirs a no return policy.

Thats why I download games. To me when you buy a game you buy support. Not the software.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Fri, 07 Oct 2005 05:07:05 GMT

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spotelmo wrote on Thu, 06 October 2005 18:30Crimson wrote on Thu, 06 October 2005 18:25
What that also means is that our client software will happily send over our serials, usernames, and encrypted passwords. But, what good would they be without WOL online anymore? What harm could be done with them? Pretty much nothing.

ea has always said "don't give your serial number to anyone. if they get it you can lose your playing ability"

now, these strangers will have our serials and our usernames. they can also get our passwords easily enough with any brute force password program.
also, is this the only information they are getting? or are they getting info from our profiles or registrations also?

I was mostly playing devil's advocate.

Subject: Re: EA Partners with XWIS Community Service

Posted by [cheesesoda](#) on Fri, 07 Oct 2005 05:23:43 GMT

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From posting and watching the mayhem on the XWIS forums, I can see clearly that XWIS is in no way shape or form prepared or capable of handling our community. Not to mention DonCarlo dodges every question he can.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Fri, 07 Oct 2005 05:58:54 GMT

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XWIS/StrikeTeam acknowledges they are probably not the best people to run the Renegade WOL server... that spells hope for us. I have already sent off an email to Apoc, so we'll see what I hear back. If nothing else, I hope that we can work out something to allow us to help them run things.

Subject: Re: EA Partners with XWIS Community Service

Posted by [cheesesoda](#) on Fri, 07 Oct 2005 06:11:22 GMT

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EA doesn't want to spend the time or energy to split the responsibilities of the servers. It'll probably have to be one or the other. My guess is that it'll be XWIS that still maintains everything because it'd be too much work for EA. That's my guess, but let's hope I'm wrong.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Deathgod](#) on Fri, 07 Oct 2005 08:05:58 GMT

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Fuck, I thought this was a joke when someone posted it on Gamefaqs, but my hopes were dashed when I came here.

They might as well send out a mass mailer that says IF YOU PLAY RENEGADE FUCK YOU WE HATE YOU AND HOPE YOU CHOKE, at least it would be honest and get the point across.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Fri, 07 Oct 2005 08:09:45 GMT

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This is an exciting event and a huge step to take, also a big opportunity.

See it this way: EA could just have closed WOL, game over. Now they offer the possibility to change WOL that tiny bit but without anyone will ever see it. Players that aren't concerned with anything except the game (and many are this way and that's good!) will just continue connecting to what they think is WOL...

Now i'm not sure if XWIS can handle this kind of support. There are two ways for BHS to go now:

1. Contact Apoc, explain him what's the deal with all of this. But don't forget: XWIS had the infrastructure, BHS doesn't (yet) so this gives them proly the main advantage.
2. Maybe the better option: contact XWIS, make a deal with them. Let them keep all RA but try to get an influence on renegade. Ask them if they are prepared to let you help them making their system up to the challenge, propose them to help out gestion of all this. Basically: let them have

the infrastructure for all but get the gestion of Renegade towards you.

As you said crimson: this is an opportunity to kill all annoyance (script kiddies, ...) and to make WOL revive in a new system. it's just a matter of using the opportunity in a smart way. PM me if i could be of any help (which I doubt but you never know).

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Fri, 07 Oct 2005 08:40:24 GMT

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Email to Apoc is already sent.

Main problem at the moment is that XWIS doesn't support NAT so that leave all of us (yes, me too) with a router (or basically anyone who isn't directly connected to their modem) out of luck.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Olaf van der Spek](#) on Fri, 07 Oct 2005 08:42:12 GMT

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j_ball430 wrote on Fri, 07 October 2005 01:23 From posting and watching the mayhem on the XWIS forums, I can see clearly that XWIS is in no way shape or form prepared or capable of handling our community. Not to mention DonCarlo dodges every question he can.

He?

Lots of people make lots of assumptions here. Please don't.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Fri, 07 Oct 2005 08:44:03 GMT

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Let me repost here what I posted over at the Strike Team forums.

Quote:Hi guys,

I have been waiting for my registration email for a while, so I've been helplessly watching this thread slide into oblivion until I decided to make an account with a different email address.

Anyway, I am speaking as an official representative of Blackhand Studios (BHS). I learned about this change when I approached Apoc regarding a problem we've been having in the Renegade community about dedicated server serials.

I can say that we are VERY happy that EA is being more flexible, and Apoc has been doing a great job in his new role. I am really happy to see the community get the opportunity to support our favorite games. That being said, I am glad that you (Strike Team) recognize that your knowledge and participation in the Renegade community doesn't compare to your dedication to

the other games.

I have already emailed Apoc a few hours ago regarding BHS making a "bid" or "audition" to be able to support the Renegade part of WOL. I hope that you won't see this as trying to step on your toes or anything. I believe everything we have done for Renegade more than proves our dedication to the fans and I do STRONGLY believe that you guys are the right folks to take over all of the other games, most specifically the older C&C RTS-style games.

That said, I am overwhelmed by the community support for BHS. Sometimes I feel like we're not doing enough or working too slow, so it's refreshing to see that the community DOES still support us.

I acknowledge that EA has been changing. Apoc is doing an excellent job. I hope that we can get things worked out that will be the best options for Renegade AND all the other games. I don't have a problem with you guys not knowing much about Renegade. I just hope that we can all amicably work out a solution to give the gamers what's best for them.

I think only my negative feelings and not my positive ones have made it to this particular thread and I just wanted to balance it out.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Blazer](#) on Fri, 07 Oct 2005 08:48:50 GMT

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Goztow wrote on Fri, 07 October 2005 04:09XWIS had the infrastructure, BHS doesn't (yet) so this gives them proly the main advantage.

Actually we do. Even folks like Dante long ago took part in creating a WOL replacement (REOL). BHS also has it's own WOL clone on the back burner, ready to go in case WOL ever was shut down.

Even if WOL were to somehow go away forever (for the sake of argument that XWIS nor BHS nor any other third party would be permitted to support it), Renegade would still not be dead, for we could play on GameSpy. The biggest problem with that scenario is that we would lose lots of players who aren't "in the know" and would just stare blankly at their screen when they cannot connect to WOL, give up, and uninstall.

As someone else mentioned, I imagine that all of WOL will go to XWIS, as it would be too much "trouble" for EA to point just the renegade WOL servers to BHS counterparts (even though it would just be updating some DNS entries). I still hope that BHS gets a chance to further support Renegade. If not, hopefully XWIS has the capacity to support the Renegade community.

This could also be a good thing in that it sets a precedent for EA allowing third parties to support their legacy games. While I doubt we would ever get the golden fleece of Renegade source code, perhaps in the future we would be allowed to take on more support responsibilities.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Chronojam](#) on Fri, 07 Oct 2005 08:49:05 GMT
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Quote:"EA is 100% dedicated to the Command and Conquer franchise and wants to ensure a strong and secure online gameplay environment. Long live Command and Conquer! We hope to see resurgence in the legions of NOD and GDI followers claiming ground online."

Fucking bullshit. Fucking, bullshit. They are not 100% dedicated. They did not make things secure. You know who made Renegade online far more secure than EA ever dreamed? Black Hand Studios. Props to the original Renegade coding team though; they managed to nicely encrypt and protect a lot of the internal workings and data passing, significantly reducing the existence of 'trainers'.

However, as EA has shown, they LOVE to screw over the online systems, shutting them down so only the bot-runners and hackers can even publicly chat anymore. They're so *committed*, they won't hire people part-time or even randomly give them any kind of moderator/admin status on the old chat channels. I'm sure it wouldn't hurt them to give somebody \$5 an hour to just keep a little bit of order; hell, I do that kind of thing for free. Many people do. They're so dedicated to providing secure systems, one person named Adad has thousands and thousands of the Free Dedicated Server serials for Renegade... in fact, he has *every single one* that was left at the time when he launched his thievery attempt! And of course, EA hasn't provided more.. oh, no, they're too dedicated to do that. They're so wanting to provide for a secure environment that tons of serials were stolen or spoofed, and relays are in abundance.

This is, again, EA trying to take credit for the community's effort; claiming they've always been there. Fuck you EA. I'll give them 50% dedication points for continually caving to demand and PR concerns by periodically giving out free software to contest winners that they could buy for anywhere from \$4 to \$18 for the full damned set retail new and unused, and for periodically giving out various goodies they had spares of that were otherwise just piled up in boxes and IF ever sold, haven't been for a long damn time despite any demand (I want a damn GDI pewter soldier, but nope). I'll give them a couple points of credit for actually giving some support to somebody else who has to handle the running of servers and the day-to-day concerns. I guess though, this invalidates their bullshit claims of always going to fully keep WOL supported and secure until no longer needed. Fuck, they cheated by making it needed, to the point that a third party actually had to create an alternate place to play. Yeah, legally they're clear-- WOL is no longer needed. But that's like buying your buddy life insurance and then offing them. That's what happened in Free Willy from memory, right? Evil company has tons of money to gain from offing the friendly, gentle whale it no longer cares for (but yet everybody else adores). The fans come to the rescue.

They should make a movie called "Free Wolly" based on XWIS. Hmm. Imagine if EA was the bad guys in that whale movie... the evil company would pay for the truck to haul Willy around and periodically give some \$5 pails out for the rescuers to use to keep some water on the poor thing. They'd maybe print some cheap T-Shirts and such, and send out some free supportive "We Care" emails and messages...

EA is not "dedicated" to the Command & Conquer franchise. They are only dedicated to a lame attempt to steal credit for the fans' preservation of that revealed brand name, so they can apply it to future piles of shit under a false pretense of quality.

EA has finally killed WOL, as they pretend to be our friends and pass it off to somebody else to handle because they're so committed to us, they won't even do it themselves. Thanks, assholes.

Me @ PPMsite.com several hours ago. Anybody who was in IRC knew I was having a ball. Anyway. I first tried using XWIS during a WOL outage, and found myself banned before I got my foot in the door. How's that for support? They gave me rather useless information, saying to register under a game that had WOL play instead of using TD. I'm sure the word Renegade was in my post at least 5 times there.

Call me biased or paranoid, but I won't trust anybody with my serial who can't spell well or dances around questions or feigns lack of comprehension or leads people on.. especially if they natively speak my language and have no excuses.

Subject: Re: EA Partners with XWIS Community Service

Posted by [light](#) on Fri, 07 Oct 2005 09:30:25 GMT

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Looks like I need to dust of The All Seeing Eye.

Im behind a router, so that rules me out of using XWIS.

And what about EA's promise regarding support? Nice to see that fly out of the window. (See SS)

I'm really quite dissapointed, when they took over Westwood, they KNEW the responsibility they were taking on, they shouldn't back out of it now.

File Attachments

1) [ea_sucks.jpg](#), downloaded 899 times

Message of the Day

Welcome to Westwood Online!
Server version is 4.2, last built on Fri Jan 10 2003 at 14:07:03 PST
Local date and time is October 7, 2005 2:25am.
This is the Renegade US Chat Server
Welcome to Renegade!

02/18/03

Support of the Renegade game servers and ladders are handled by Electronic Arts. EA will continue to service and support Renegade players for as long as necessary. For technical problems, please contact EA support at <http://www.ea.com>.

Please remember that Westwood or EA employees will NEVER ask you for your

Close

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Fri, 07 Oct 2005 10:06:55 GMT

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I have a router and I played on XWIS before... Or was that in the time I didn't have it yet???
confused

Also all who have the CnC strategy pack (or however it's called) with ra2, yuri, TS, Firestorm and renegade can forget about gamespy. Their serials don't work for gamespy. I tried to play there but i get kicked immediately from each server. It's a strictly legal serial, the pack cost me 25 freaking € but can't game on gayspy.

I mailed gayspy about it and mailed EA. Both answered in big: "FUCK U". So yeah...

Subject: Re: EA Partners with XWIS Community Service

Posted by [Lijitsu](#) on Fri, 07 Oct 2005 10:14:33 GMT

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I got the pack, and I've played on GSA before. Not a whole lot, since I like WOL better, but I still played on it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Fri, 07 Oct 2005 10:50:44 GMT
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light wrote on Fri, 07 October 2005 05:30lm behind a router, so that rules me out of using XWIS.
Why do you assume/think this issue won't be solved?

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Fri, 07 Oct 2005 13:49:07 GMT
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Quote:To me when you buy a game you buy support. Not the software

well, what you think doesn't matter. the law says when you buy software, you are buying the software not support.

as for the non-return policy, you can fight that because like any product, when you buy it, it is implied that it will be in working order or they must refund your money. often there are extra hoops you must go through to get money back because of assholes who steal software rather than buy it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [cheesesoda](#) on Fri, 07 Oct 2005 13:51:53 GMT
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Olaf van der Spek wrote on Fri, 07 October 2005 04:42j_ball430 wrote on Fri, 07 October 2005 01:23From posting and watching the mayhem on the XWIS forums, I can see clearly that XWIS is in no way shape or form prepared or capable of handling our community. Not to mention DonCarlo dodges every question he can.

He?

Lots of people make lots of assumptions here. Please don't.

Proper grammar states that if you don't know someone's gender, you "assume" that the person is male. Not to mention a VAST majority of gamers are male. Throw in the fact that he/she/it uses the internet alias of "DonCarlo", and you really have no choice but to assume that he/she/it is male. Okay? Okay.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Yuri](#) on Fri, 07 Oct 2005 15:27:50 GMT
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Hello all,

I've read the majority of your posts here. I would like to pose a counter point.

Up until yesterday there was no one monitoring the Red Alert 2 lobby, the Ladders were

non-functional, and tournaments were a legend.

That has changed. Handing off the online component to a team with the resources to monitor it is the right decision. Granted they are not as Renegade centric as BHS.

I was a strong advocate of this change when I heard about it. I was glad the online community was going to get the support they deserved. You guys have been true to the franchise.

Would you rather have Xwis have a chance to improve things, or leave them in the Bot-controlled land of yesterday?

Yuri.

Subject: Re: EA Partners with XWIS Community Service

Posted by [danpaul88](#) on Fri, 07 Oct 2005 15:32:20 GMT

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I wonder... could this allow BHS to distribute core patches (and maybe reanguard) as mandatory downloads to play on WOL, the same way westwood used to distribute their patches with the auto-patching system...

Subject: Re: EA Partners with XWIS Community Service

Posted by [Aircraftkiller](#) on Fri, 07 Oct 2005 15:33:02 GMT

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I trust Olaf a bit more with this than I do with you guys. I've known the guy for at least four years now and I've seen him run a WOL service for a long time. There's no reason to not trust him, he had several opportunities to work for Westwood Studios after being invited so it's not like he's someone alien to this community or its games.

If they don't care about Renegade, well, that's to be expected. Most people don't care about it anymore.

Subject: Re: EA Partners with XWIS Community Service

Posted by [cheesesoda](#) on Fri, 07 Oct 2005 15:33:37 GMT

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We think it's good that the games are being transferred from EA... just not Renegade. Also, we're mostly commenting on the comment how EA is "100% Dedicated" to the C&C franchise. This is just a way for EA to wash C&C from their hands while making it look like they're trying to help the community.

Subject: Re: EA Partners with XWIS Community Service

Posted by [luv2pb](#) on Fri, 07 Oct 2005 17:22:24 GMT

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I am very concerned about XWIS not supporting NAT. Thats effects a HUGE majority or the Renegade community. I don't see though why that could not be fixed.

If that were to be addressed and BHS was given an ACTIVE role in the support and operation I would be 100% for it.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Javaxcx](#) on Fri, 07 Oct 2005 17:43:01 GMT

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WHERE IS YOUR GOD NOW?

Subject: Re: EA Partners with XWIS Community Service

Posted by [Adj2400](#) on Fri, 07 Oct 2005 18:23:06 GMT

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If bhs does get control of renegade, would the option of not running renguard be an option? or would players who don't run it be forced to or not play at all?

this is just a theoretical question because not everyone does run it nor have any desire to.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Fri, 07 Oct 2005 18:40:31 GMT

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Don't put words/ideas into our mouths. The more likely scenario regarding RenGuard is that if we had access to patch the game, we would add things to FIX the parts that are broken that allow people to cheat in the first place. But that is purely speculation as I don't personally know what our team's knowledge is with regards to that.

The fact is, EA is very supportive of us and what we've done for this game, so good things are bound to happen. Our path at the moment is to at least get us in an active role of helping XWIS manage Renegade going forward.

The NAT problem highly concerns me though, for several reasons. First is that those of us with NAT won't get any useful feedback to tell us WHY we're unable to connect. This will provide a very negative experience. We'll have to use RenIP or GSA to connect to servers, and I do still like to see how many ladder points I can get... but kiss that goodbye if I can't participate on the ladder.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Adj2400](#) on Fri, 07 Oct 2005 18:47:16 GMT
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I didn't put any words in your mouth it is a very relevant question. im just concerned that renegade could bite the dust through all of this.

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Fri, 07 Oct 2005 19:17:39 GMT
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I think this is very good!
This will shine some light on problems neglected by EA.

Subject: Re: EA Partners with XWIS Community Service
Posted by [-EC-franco](#) on Fri, 07 Oct 2005 19:24:14 GMT
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well, my opinion is that BHS should have a chance to handle this because they really spend much time and money(RG servers for example) in the renegade game... also the great work about CP stuff which is there for all the players, all the commands we can use now what we couldnt before. i dont know anything about XWIS but i also havent heard anything about their work on renegade... i think BHS should get an offer from them to handle it, and not just a 3rd party who havent done anything similar to this game...
I dont know much about how WOL works at all with all this games but i think to let BHS handle WOL for Renny is just only fair after all they did... (if they agree)

Franco

Subject: Re: EA Partners with XWIS Community Service
Posted by [Traingye](#) on Fri, 07 Oct 2005 19:30:06 GMT
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EA is not dumping the whole C&C franchise, It's way to profitable. I'm holding judgment until we see what happens.

Subject: Re: EA Partners with XWIS Community Service
Posted by [=HT=Soviet](#) on Fri, 07 Oct 2005 19:35:56 GMT
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Your right they wouldn't dump the whole franchise still nothing is protecting the game that they

have already abandoned 2 years ago. Generals and Red Alert 2 still make some good money for them however Renegade itself isn't generating too much new money yet it is expensive for them.

Subject: Re: EA Partners with XWIS Community Service

Posted by [reborn](#) on Fri, 07 Oct 2005 19:52:18 GMT

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If EA do not listen to your petition Crimson and they do not even give you a chance to handle WOL IRC for renegade (even though they should, you have taken responsibility for the forums and maintained them for a very long time now after EA stopped running the original "renegade forums. Also, irc.n00bstories.com has been running for a long time now and is almost the unofficial network for many server owners to put there channels on. Not to mention the CP1 and the way it was implemented and distributed. And the greatest triumph of all.. renguard (although seriously 1.04 is over due)will you still put up your own clone of WOL IRC even though XWIS will be given controll of the existing WOL IRC?

Subject: Re: EA Partners with XWIS Community Service

Posted by [Jellybe4n](#) on Fri, 07 Oct 2005 20:15:43 GMT

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At the end of the day if EA are going to dump us there is no point spending 3 pages complaining about it and slagging off EA, we all know they suck but bitching over it is pointless.

What we we should be doing is discussing what Xwis will or will not be able to do for Renegade, what they can offer compared to WOL. What possible glitches there are like the NAT issues that Crimson mentioned. Will BHS be involved and if so how much will they be allowed to control or what input they can have.

In principle it could be good for the game if the servers are alot more stable, the rankings are managed alot better for those that care about them. There will hopefully be a decent level of support available if the servers go down etc, somthing which isnt really open to us at the moment.

Subject: Re: EA Partners with XWIS Community Service

Posted by [mac](#) on Fri, 07 Oct 2005 20:25:04 GMT

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Giving you an update on this issue.

Blackhand Studios is currently in a private chat with the Strike Team (Olaf and Don Carlo).. working out the issues, and making sure Blackhand Studios will be involved in anything that concerns Renegade.

It will all work out

Subject: Re: EA Partners with XWIS Community Service
Posted by [Spoony_old](#) on Fri, 07 Oct 2005 20:30:33 GMT
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genetix wrote on Thu, 06 October 2005 19:54: Fuck EA. Thats my main point. I no longer purchase any of their products because of their lack of support. If I want one of their games I simply download it. [quote]
Or to put it another way, if you can't beat them, go one step worse?

Subject: Re: EA Partners with XWIS Community Service
Posted by [YSLMuffins](#) on Fri, 07 Oct 2005 20:50:32 GMT
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This sounds like a wonderful idea. I wholly trust Olaf and XWIS and all that's been done for the RA universe. However, only as long as BHS can collaborate and handle the Renegade aspect of this transfer will I be satisfied with this transfer of power.

I only trust RA/C&C to XWIS, and only Renegade to BHS.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Fri, 07 Oct 2005 20:53:10 GMT
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I think Olaf can do it fine without help.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Fri, 07 Oct 2005 21:03:33 GMT
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Of course, you're right. A staff of two can certainly manage all the support issues that will arise that we already know about. :)

Subject: Re: EA Partners with XWIS Community Service
Posted by [Master. kirby](#) on Fri, 07 Oct 2005 21:42:18 GMT
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I personally dislike this idea, sure its not ea but well.....

ea has a certain history for entirely fucking EVERYTHING up (glances at all 3 bf2 patches and generals/zero hour patches/support)

I really think wol was (is) GREAT, if any change is to happen i'd rather see BHS running the show

rather than EA

Subject: Re: EA Partners with XWIS Community Service

Posted by [Jellybe4n](#) on Fri, 07 Oct 2005 22:29:44 GMT

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Dont EA run it now anyway under the WOL guise, if the changes where to happen wouldnt xwis and possibly BHS together run the renegade section together taking it away from EA ?

Subject: Re: EA Partners with XWIS Community Service

Posted by [DaveGMM](#) on Fri, 07 Oct 2005 22:55:27 GMT

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I only really have one problem with this - the swear filter. Bear with me, I have a point.

Was just in the RA2 lobby. Said the word "fuck". I now find I'm banned for 15 minutes from chatting because of this. Now if the game didn't have an inbuilt "Bar Bad Language" filter, there wouldn't be a problem with this.

While this is a small thing, it brings for me a larger problem. This means that we are at the mercy of a moderation standard by people who would be unaccountable for their behaviour. I don't mind not swearing, it's not like I can't survive without it, but my point is that they should be doing things the EA way - and to my knowledge, they didn't ban people for swearing, they filtered it client side.

But hey. I can't really do anything about it.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Yoshimitsu](#) on Fri, 07 Oct 2005 23:12:39 GMT

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Thats exactly how I feel Dave. We're no longer dealing with a corporation. Now we're dealing with just two people, and maybe abusive sysops.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Renx](#) on Fri, 07 Oct 2005 23:18:02 GMT

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They did ban you for swearing. In the first year Renegade was out I remember saying "Fuck" in one of the chat channels. I was serial banned from WOL for an hour, then a few minutes later my friend called up and asked why the hell he was banned from WOL(was using my serial).

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Fri, 07 Oct 2005 23:20:29 GMT
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I remember similar things back using WChat -- you swear, you get banned for a short period.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Spoony_old](#) on Fri, 07 Oct 2005 23:30:17 GMT
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Oh the humanity, you have to last half an hour without swearing in a computer game.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Deathgod](#) on Fri, 07 Oct 2005 23:34:43 GMT
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I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [havocide3](#) on Sat, 08 Oct 2005 00:00:49 GMT
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XWIS YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CREATE
XWIS F**K YOU BIG JAKAS YOUR XWIS IS BAD YOU WANT I WRUGHT THIS THE XWIS IS
BAD HEY IS ONE YEAR YOUR PROMESS A RENGAGE SERVER NAMD XWIS IN ONE
COMMUNTY AND DONT JUST XWIS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE
YOU

^I think BHS Should have control over the server. They have contributed many things, such as Core Patch 1, Renguard, and users (such as myself) support others in #bhs_support daily (well, we try!). Also, Strike Team/Xwis have admitted to not knowing much about Renegade, or about the community. So are they going to learn all about the history of Renegade in 2 weeks? I would wish them luck, but all of the luck in the world couldn't help you with that.

Subject: Re: EA Partners with XWIS Community Service
Posted by [=HT=T-Bird](#) on Sat, 08 Oct 2005 00:42:25 GMT
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havocide3 wrote on Fri, 07 October 2005 19:00XWIS YOU AR NOT JUST A BIG JACKAS AND

YOU THE BIG HEAD JUST YOU CREATE XWIS F**K YOU BIG JAKAS YOUR XWIS IS BAD YOU WANT I WRUGHT THIS THE XWIS IS BAD HEY IS ONE YEAR YOUR PROMESS A RENGAGE SERVER NAMD XWIS IN ONE COMMUNITY AND DONT JUST XWIS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU

^I think BHS Should have control over the server. They have contributed many things, such as Core Patch 1, Renguard, and users (such as myself) support others in #bhs_support daily (well, we try!). Also, Strike Team/Xwis have admitted to not knowing much about Renegade, or about the community. So are they going to learn all about the history of Renegade in 2 weeks? I would wish them luck, but all of the luck in the world couldn't help you with that.

Agreed, Havocide...GSA/ASE simply DOES NOT WORK on my box...XWIS is probably going to end up NEEDING BHS's help...hopefully this isn't going to drag all of BHS's other projects down...us HT's CAN'T WAIT to equip our server with RG...however, that won't happen until RG 1.04 comes out...:S

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sat, 08 Oct 2005 00:57:59 GMT
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RenGuard 1.04's progress has already been stalled a bit because of this, but this issue is more time-sensitive and higher priority.

<http://www.n00bstories.com/image.view.php?id=1023280658>
^^ Look at all the CVS commits we've done this week.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Chronojam](#) on Sat, 08 Oct 2005 01:04:49 GMT
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Deathgod wrote on Fri, 07 October 2005 19:34I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

This is how I feel whenever I get yelled at for swearing in a server by retards who are self-proclaimed too lazy to enable the language filter. I always hear "Hey my little boy/girl/dog plays this game, don't swear!" Well damn, I couldn't help but notice this game is not rated-E-for-everybody; what an irresponsible parent to let a 9 year old play this killing simulation, eh? And I couldn't help but notice there is a language filter! If they "don't want to see it" they should just use the feature that was put in to make them... not see it!

And that's what really grinds my gears.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sat, 08 Oct 2005 01:06:09 GMT
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... and that's why my server doesn't kick you for swearing. In fact I encourage it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [msgtpain](#) on Sat, 08 Oct 2005 01:19:38 GMT
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It's not your job to raise your children, it's the governments..

Subject: Re: EA Partners with XWIS Community Service
Posted by [cheesesoda](#) on Sat, 08 Oct 2005 01:53:19 GMT
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I've been saying for the longest time that the game is rated Teen. If you let your kids play the game if they're under 13, then that's your decision, and I don't have to censor myself to accomodate random people. If they ask politely, I may try and cut out my swearing, but I won't make any promises.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Sat, 08 Oct 2005 02:53:19 GMT
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msgtpain wrote on Fri, 07 October 2005 20:19It's not your job to raise your children, it's the governments..
I hope that's sarcasm that I'm unable to detect.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Deathgod](#) on Sat, 08 Oct 2005 03:32:01 GMT
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Crimson wrote on Fri, 07 October 2005 21:06... and that's why my server doesn't kick you for swearing. In fact I encourage it.

Fuck yeah. On that note, I fully support you.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Traingye](#) on Sat, 08 Oct 2005 03:36:39 GMT

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The client side language filter doesn't do a thing. Try turning it on and you will see no difference.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Kanezor](#) on Sat, 08 Oct 2005 04:18:05 GMT

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Yet another bug, I think.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Homey](#) on Sat, 08 Oct 2005 05:46:58 GMT

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lol i don't know what kind of kid doesn't hear all kinds of swearing at school or around friends by the age of 13 or even 10, so who cares about reading it.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Lijitsu](#) on Sat, 08 Oct 2005 05:49:56 GMT

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Yeah, my parents never really gave a shit about censoring themselves. And look at me now! I'm 13 right now, about to be 14, and I cuss like a sailor!

Subject: Re: EA Partners with XWIS Community Service

Posted by [Spoony_old](#) on Sat, 08 Oct 2005 06:31:47 GMT

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Traingye wrote on Fri, 07 October 2005 23:36The client side language filter doesn't do a thing. Try turning it on and you will see no difference.
It does work.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Sat, 08 Oct 2005 08:07:43 GMT

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If you want to swear, then do so. But why would you take the time to type it out? It's really stupid... Noone gets ANYTHING of it, not even you because you loose time during which you can be killed. Noone says you cannot swear.

Thing is if you would swear out loud in voice, your mummy would probably come up and tell you to stop doing that because you're making yourself ridiculous. I can tell you: it is even more ridiculous when you do not say anything but click f2, type "fuck" and hit enter.

Congrats Crimson on that one, btw... Encourage swearing on your server... just as smart as deleting the whole banlist without even making a selection. Nothing personal though.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sat, 08 Oct 2005 09:45:58 GMT
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It's worked out VERY well for us. Don't knock it until you try it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [DaveGMM](#) on Sat, 08 Oct 2005 10:10:28 GMT
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I seem to have given the impression that I need to swear in every single goddamn sentence to survive. That just isn't the fucking case. My point is that they're not there to go and impose their own rules on the servers, but if they do, who is going to stop them from turning the whole online thing into... I don't know, something that would make me long for the days when EA were running it - they may have been shit, but at least when they kept their noses out things didn't screw up too badly...

But this is a minor point, guys. If they do a good job, then yay.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Sat, 08 Oct 2005 11:59:54 GMT
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Goztow wrote on Sat, 08 October 2005 09:07 If you want to swear, then do so. But why would you take the time to type it out? It's really stupid... Noone gets ANYTHING of it, not even you because you loose time during which you can be killed. Noone says you cannot swear.

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Congrats Crimson on that one, btw... Encourage swearing on your server... just as smart as deleting the whole banlist without even making a selection. Nothing personal though.

I shall resist correcting your abysmal spelling and grammar for the time being to call attention to what an idiot you truly are.

First of all, if all swearing does is waste one's time then why have you gone to the equally "troublesome" extent of filtering it on your server? And "nobody says you can't swear"? Remind me again that key rule of your server. I believe it is "no swearing" right?

Second, we are not just on about in-game swearing, it's swearing in the chat lobbies etc. Like it's been stated above, how pathetically stupid is it that you'd let a 12 year old play a game portraying guns, bombs and killing yet you'd have the sheer audacity to question a swear filter on such a game. Not to mention the fact that every 12-year-old and his dog swears these days.

"Mummy telling you off for swearing"? That has to be one of the most absurd and laughable arguments I have ever heard. Not only is it something I'd expect from a 12 year old with personal experience, I would have thought you, with your astonishing level of arrogance, could at least come up with something better than that.

And finally. Who the fuck are you to question Crimson? (*shiver* Noes! I said the f word!)

I don't see you working to improve the renegade community. Even if you did, the extent to which you would try would be nothing in comparison. Crimson has reasons for doing what she does, and boy do arrogant, obnoxious little fucks like you irritate me to high heaven when you question what the people trying to save Renegade are doing.

And that added touch on the end. "Nothing personal"... Words can't express how that made me feel towards your substantial level of pure egotism.

fuck off and die

Subject: Re: EA Partners with XWIS Community Service
Posted by [Traingye](#) on Sat, 08 Oct 2005 14:03:47 GMT
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Crimson wrote on Sat, 08 October 2005 05:45It's worked out VERY well for us. Don't knock it until you try it.

It hasn't worked for me....

Subject: Re: EA Partners with XWIS Community Service
Posted by [Lijitsu](#) on Sat, 08 Oct 2005 14:06:39 GMT
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That's because Crimson is better than you.

Subject: Re: EA Partners with XWIS Community Service
Posted by [-EC-franco](#) on Sat, 08 Oct 2005 16:14:55 GMT
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havocide3 wrote on Fri, 07 October 2005 20:00XWIS YOU AR NOT JUST A BIG JACKAS AND YOU THE BIG HEAD JUST YOU CREATE XWIS F**K YOU BIG JAKAS YOUR XWIS IS BAD YOU WANT I WRUGHT THIS THE XWIS IS BAD HEY IS ONE YEAR YOUR PROMESS A RENGADE SERVER NAMD XWIS IN ONE COMMUNTY AND DONT JUST XWIS I TELL IT ALL REPLYER IN THIS FORUM I DESLIKE YOU

^I think BHS Should have control over the server. They have contributed many things, such as Core Patch 1, Renguard, and users (such as myself) support others in #bhs_support daily (well, we try!). Also, Strike Team/Xwis have admitted to not knowing much about Renegade, or about the community. So are they going to learn all about the history of Renegade in 2 weeks? I would wish them luck, but all of the luck in the world couldn't help you with that.

agrees

BHS should really have the chance to handle it...

Subject: Re: EA Partners with XWIS Community Service
Posted by [Nukelt15](#) on Sat, 08 Oct 2005 16:17:22 GMT
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I try not to swear too much...aside from the occasional "Oh fuuuuuuuck me!" when I do something particularly stupid and get killed for it. Or "Shut the holy flying fuck up!" to a spammer. Oh, and maybe "hit the fucking gas!" when the APC driver won't move...

Subject: Re: EA Partners with XWIS Community Service
Posted by [Deathgod](#) on Sat, 08 Oct 2005 16:23:22 GMT
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Goztow wrote on Sat, 08 October 2005 04:07If you want to swear, then do so. But why would you take the time to type it out? It's really stupid... Noone gets ANYTHING of it, not even you because you loose time during which you can be killed. Noone says you cannot swear.

Thing is if you would swear out loud in voice, your mummy would probably come up and tell you to stop doing that because you're making yourself ridiculous. I can tell you: it is even more ridiculous when you do not say anything but click f2, type "fuck" and hit enter.

Congrats Crimson on that one, btw... Encourage swearing on your server... just as smart as deleting the whole banlist without even making a selection. Nothing personal though.

Believe me, if I could let everyone hear me say FUCK! when I typeit out in game, I would. I would call them up personally and say FUCK! right in their ear.

Speaking of wasting time, your whole post was a waste. I have a feeling that by extension you are

a waste, because this has nothing to do with the topic at hand yet you keep bringing it up.

Subject: Re: EA Partners with XWIS Community Service

Posted by [RTsa](#) on Sat, 08 Oct 2005 17:01:25 GMT

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This topic isn't about swearing. Please don't take it off tracks, this is really important.

I think it's good that EA is giving up WOL, they really don't have support, as we've all seen. And, it's of course good that they don't just shut it down, they're actually handing it over to someone!

But, are XWIS/Strike Team to be trusted etc.? I say yes.

Do they have the same kind of know-how as BHS? Sure, they know a lot about other C&C games, but about Renegade, I doubt it.

So, in short:

Good thing someone gets WOL, though it would be EVEN BETTER if it was BHS.

Crimson, Mac, Blazer and others! I hope you guys get as much control over this as possible, because I know you can do it!

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sat, 08 Oct 2005 17:52:02 GMT

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DaveGMM wrote on Fri, 07 October 2005 18:55 I only really have one problem with this - the swear filter. Bear with me, I have a point.

Was just in the RA2 lobby. Said the word "fuck". I now find I'm banned for 15 minutes from chatting because of this. Now if the game didn't have an inbuilt "Bar Bad Language" filter, there wouldn't be a problem with this.

While this is a small thing, it brings for me a larger problem. This means that we are at the mercy of a moderation standard by people who would be unaccountable for their behaviour. I don't mind not swearing, it's not like I can't survive without it, but my point is that they should be doing things the EA way - and to my knowledge, they didn't ban people for swearing, they filtered it client side.

But hey. I can't really do anything about it.

actually, they DID ban people for swearing. in fact, if i remember correctly it was 24 hours. they even used to ban for the word "idiot" until it was complained about(by me after the only ban i had ever gotten)

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sat, 08 Oct 2005 17:53:40 GMT

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Deathgod wrote on Fri, 07 October 2005 19:34I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

yes, you did. it was in the user eula that you electronically signed when you installed the games.

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sat, 08 Oct 2005 17:55:25 GMT

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Homey wrote on Sat, 08 October 2005 01:46lol i don't know what kind of kid doesn't hear all kinds of swearing at school or around friends by the age of 13 or even 10, so who cares about reading it.

i do.

i know my children hear it, that doesn't mean i condone it. and when others are swearing in front of my children i let them know it isn't acceptable.

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sat, 08 Oct 2005 17:59:28 GMT

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Crimson wrote on Fri, 07 October 2005 17:03Of course, you're right. A staff of two can certainly manage all the support issues that will arise that we already know about. :\

tell me this team that is taking over the online aspects of the c&c games isn't just a team of 2!

Subject: Re: EA Partners with XWIS Community Service

Posted by [nopic01](#) on Sat, 08 Oct 2005 18:02:24 GMT

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xptek wrote on Thu, 06 October 2005 16:09BATTLE FOR a00 NICKS IS NOW

???????

THIS SOUNDS LIKE SHIT

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Sat, 08 Oct 2005 18:52:56 GMT
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your opinions mean sooo little to me. in fact, i sure wish there was a way i could charge you for the time out of my life taken to read and reply to your message.

edit: this was meant as a reply to ack. sorry must have forgot the quote button

Subject: Re: EA Partners with XWIS Community Service
Posted by [DarkEServ](#) on Sat, 08 Oct 2005 19:04:34 GMT
[View Forum Message](#) <> [Reply to Message](#)

.... wow people like to argue dont we? Can we get off swearing and perhaps back on topic? Just a suggestion...

Subject: Re: EA Partners with XWIS Community Service
Posted by [RTsa](#) on Sat, 08 Oct 2005 20:15:26 GMT
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Like I said before

Waiting for news about the convo Mac told us about

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sat, 08 Oct 2005 20:41:25 GMT
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spotelmo wrote on Sat, 08 October 2005 10:59Crimson wrote on Fri, 07 October 2005 17:03Of course, you're right. A staff of two can certainly manage all the support issues that will arise that we already know about. :\

tell me this team that is taking over the online aspects of the c&c games isn't just a team of 2!

As far as I know, it is. :\

Subject: Re: EA Partners with XWIS Community Service
Posted by [ch4ever](#) on Sat, 08 Oct 2005 20:52:58 GMT
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well, how many people are looking after WOL? ...0 So, two people looking after XWIS is at least an Improvement^^

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Sat, 08 Oct 2005 20:59:32 GMT
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ch4ever wrote on Sat, 08 October 2005 15:52well, how many people are looking after WOL? ...0
So, two people looking after XWIS is at least an Improvement^^
Yes. But when EA ignores thousands of complains and etc, no moderator is wasting their time.
When XWIS "goes live", they will basically inherit all of WOL's problems (and in fact, quite an
astonishing number of problematic people). They will get flooded with support requests very
quickly and no longer have time to do what they want.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Goztow](#) on Sat, 08 Oct 2005 21:03:42 GMT
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Well yeah, let's get back on topic, after I just replied to something that was going way off track...

IMO the worst thing that can happen regarding support is that they do as much as EA does no:
nothing. Then nothing changes and well, that's all.

So as for service we are already at 0, then I don't think anything could get worse.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Deathgod](#) on Sat, 08 Oct 2005 21:32:01 GMT
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spotelmo wrote on Sat, 08 October 2005 13:53Deathgod wrote on Fri, 07 October 2005 19:34I
didn't sign any agreements to censor my language when I joined up, so there's no reason I
shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if
people feel the need to use it.

yes, you did. it was in the user eula that you electronically signed when you installed the games.

Wrong.

Subject: Re: EA Partners with XWIS Community Service
Posted by [xptek](#) on Sat, 08 Oct 2005 21:59:16 GMT
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nopic01| wrote on Sat, 08 October 2005 14:02xptek wrote on Thu, 06 October 2005
16:09BATTLE FOR a00 NICKS IS NOW

??????

THIS SOUNDS LIKE SHIT

??

BUT Y HOST?!

(n00b.)

Subject: Re: EA Partners with XWIS Community Service
Posted by [Aircraftkiller](#) on Sat, 08 Oct 2005 22:20:46 GMT
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Quote:your opinions mean sooo little to me. in fact, i sure wish there was a way i could charge you for the time out of my life taken to read and reply to your message.

They mean so little to you that you'll take the time to complain about reading and responding to them!

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Sun, 09 Oct 2005 00:23:01 GMT
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Deathgod wrote on Sat, 08 October 2005 17:32spotelmo wrote on Sat, 08 October 2005 13:53Deathgod wrote on Fri, 07 October 2005 19:34I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

yes, you did. it was in the user eula that you electronically signed when you installed the games.

Wrong.

read it.

you agree to abide by the terms and the behavior set forth by EA and that EA can kick you off their online play at anytime if you break their code of conduct rules.

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sun, 09 Oct 2005 00:39:22 GMT

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Aircraftkiller wrote on Sat, 08 October 2005 18:20Quote:your opinions mean sooo little to me. in fact, i sure wish there was a way i could charge you for the time out of my life taken to read and reply to your message.

They mean so little to you that you'll take the time to complain about reading and responding to them!

but i didn't reply this time!!!

DOH!

Subject: Re: EA Partners with XWIS Community Service

Posted by [Deathgod](#) on Sun, 09 Oct 2005 06:49:02 GMT

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spotelmo wrote on Sat, 08 October 2005 20:23Deathgod wrote on Sat, 08 October 2005 17:32spotelmo wrote on Sat, 08 October 2005 13:53Deathgod wrote on Fri, 07 October 2005 19:34I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

yes, you did. it was in the user eula that you electronically signed when you installed the games.

Wrong.

read it.

you agree to abide by the terms and the behavior set forth by EA and that EA can kick you off their online play at anytime if you break their code of conduct rules.

Listen, fuckbag. The reason it says "GAME CONTENT MAY CHANGE DURING ONLINE PLAY" on the back of the box is because they take no responsibility for what people say on their servers. Eat shit and die.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Aircraftkiller](#) on Sun, 09 Oct 2005 07:23:30 GMT

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I do believe the one who spots elmo was talking about Westwood Online IRC chat, not in-game chat. That's never really been banned before (except that one rare case where Delphi or Devinoch

went into a server and banned someone for it).

Subject: Re: EA Partners with XWIS Community Service
Posted by [DaveGMM](#) on Sun, 09 Oct 2005 09:07:51 GMT
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And how exactly was the swearing thing off topic?

I don't think they should be able to moderate the chat like that when there is (allegedly) an in-built swear filter, and the games are TEEN anyway.

But hey.

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Sun, 09 Oct 2005 13:09:49 GMT
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Deathgod wrote on Sun, 09 October 2005 02:49spotelmo wrote on Sat, 08 October 2005 20:23Deathgod wrote on Sat, 08 October 2005 17:32spotelmo wrote on Sat, 08 October 2005 13:53Deathgod wrote on Fri, 07 October 2005 19:34I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

yes, you did. it was in the user eula that you electronically signed when you installed the games.

Wrong.

read it.

you agree to abide by the terms and the behavior set forth by EA and that EA can kick you off their online play at anytime if you break their code of conduct rules.

Listen, fuckbag. The reason it says "GAME CONTENT MAY CHANGE DURING ONLINE PLAY" on the back of the box is because they take no responsibility for what people say on their servers. Eat shit and die.

no, you useless piece of shit, that isn't why it says online play may change. the reason it says that is because things change and they may at some time decide to stop supporting online play or turn it over to a third party and by saying that to idiot children like you, they can not be held responsible if you buy a game for the online play and 15 years later try to complain because there is no longer any online play.

they can and do have the ability, right, and responsibility to control what losers like you say in their game lobbies.

they have always kicked and temp banned people for cussing in the game lobbies. they don't and likely can't do anything once you are in a game.

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sun, 09 Oct 2005 13:11:55 GMT

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DaveGMM wrote on Sun, 09 October 2005 05:07 And how exactly was the swearing thing off topic?

I don't think they should be able to moderate the chat like that when there is (allegedly) an in-built swear filter, and the games are TEEN anyway.

But hey.

people have been whining about that ever since the first person got kicked for swearing. it has always been ea's and westwood's position that you are in their game, you signed the eula, and it is against their rules so live with it or stay out.

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Sun, 09 Oct 2005 13:13:59 GMT

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Aircraftkiller wrote on Sun, 09 October 2005 03:23 I do believe the one who spots elmo was talking about Westwood Online IRC chat, not in-game chat. That's never really been banned before (except that one rare case where Delphi or Devinoch went into a server and banned someone for it).

in renegade i've never heard of anyone being punished for swearing. but, in games since ra2 people have always been kicked and temp banned for swearing. i'm just glad that they fixed it so that the word "idiot" isn't considered a swear word anymore.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Lijitsu](#) on Sun, 09 Oct 2005 13:30:52 GMT

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I know in the server I play in, they discourage it. They don't mind damn or hell, but fuck and shit they'll hit you with. It's the amount of kids that play that they change it for, I'd imagine.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Dave Mason](#) on Sun, 09 Oct 2005 13:55:09 GMT

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spotelmo, ever seen this before?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Javafx](#) on Sun, 09 Oct 2005 15:28:34 GMT

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spotelmo wrote on Sun, 09 October 2005 09:09

no, you useless piece of shit, that isn't why it says online play may change. the reason it says that is because things change and they may at some time decide to stop supporting online play or turn it over to a third party and by saying that to idiot children like you, they can not be held responsible if you buy a game for the online play and 15 years later try to complain because there is no longer any online play.

they can and do have the ability, right, and responsibility to control what losers like you say in their game lobbies.

they have always kicked and temp banned people for cussing in the game lobbies. they don't and likely can't do anything once you are in a game.

Mighty big words for someone who hasn't cited ToS regarding his point.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Deathgod](#) on Sun, 09 Oct 2005 17:30:25 GMT

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spotelmo wrote on Sun, 09 October 2005 09:09Deathgod wrote on Sun, 09 October 2005 02:49spotelmo wrote on Sat, 08 October 2005 20:23Deathgod wrote on Sat, 08 October 2005 17:32spotelmo wrote on Sat, 08 October 2005 13:53Deathgod wrote on Fri, 07 October 2005 19:34I didn't sign any agreements to censor my language when I joined up, so there's no reason I shouldn't be able to swear if I feel like it. It should be a client side option to turn on the filter if people feel the need to use it.

yes, you did. it was in the user eula that you electronically signed when you installed the games.

Wrong.

read it.

you agree to abide by the terms and the behavior set forth by EA and that EA can kick you off their online play at anytime if you break their code of conduct rules.

Listen, fuckbag. The reason it says "GAME CONTENT MAY CHANGE DURING ONLINE PLAY" on the back of the box is because they take no responsibility for what people say on their servers. Eat shit and die.

no, you useless piece of shit, that isn't why it says online play may change. the reason it says that is because things change.

they don't and likely can't do anything once you are in a game.

You don't even know what you're talking about. The reason things may change is because they change? GOD DAMIT FUKAN PRESTOFB UR PEECE OF SHIET Y DUN U REED TEH POSTSST!!!!!!!!!!111111

My point stands. They don't care about what you do in the game, nor have they ever. Statistically speaking people who play this game spend 99% of their time in the game, not in a lobby.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Sun, 09 Oct 2005 17:34:10 GMT

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Once you're in a server, it's the server owner that makes the rules. He's paying for it then... WOL is just a GUI to connect to servers, really...

Subject: Re: EA Partners with XWIS Community Service

Posted by [Kanezor](#) on Sun, 09 Oct 2005 18:20:59 GMT

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Deathgod, stop being a "fuckbag". There's no reason to result to insulting eachother while having a valid (even if somewhat off-topic) discussion regarding swearing. In all honesty, what people say isn't exactly game content: what you play is. The vehicles, the characters, the maps, the storyline, even the interface. Ever watched TV? TV often has "The commentaries and/or interviews seen here are solely those of those which have said such bullshit. We do not support or condone bullshit." I'm sure if push came to shove EA would go that route as well. Besides, while I'm sure most people who do swear say that swearing is a right, they will also agree that you should not abuse it ("listen fuckbag ... eat shit and die"). I'm not a mod, but if I was, you'd be warned right now.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Javaxcx](#) on Sun, 09 Oct 2005 19:13:29 GMT

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Your position loses quite a bit of its momentum the moment you slander him using the same vernacular.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Deathgod](#) on Sun, 09 Oct 2005 19:58:34 GMT
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Kanezor wrote on Sun, 09 October 2005 14:20 "The commentaries and/or interviews seen here are solely those of those which have said such bullshit. We do not support or condone bullshit." I'm sure if push came to shove EA would go that route as well.

You just invalidated what you said about the game content by using an example that supports my point. Thanks!

Kanezor wrote on Sun, 09 October 2005 14:20 Besides, while I'm sure most people who do swear say that swearing is a right, they will also agree that you should not abuse it ("listen fuckbag ... eat shit and die"). I'm not a mod, but if I was, you'd be warned right now.

I don't believe it's possible to abuse my right to call someone a fuckbag when they are, in fact, a fuckbag. And I was sincerely hoping that he was going to eat shit and die, so I think that was a valid statement to make as well.

As for the mods warning me, I don't really mind either way. I know where I stand with the people who run this site, and I've let them know where they stand with me, but I still appreciate the fact that they spend time and money to keep this place around so I can call people fuckbags.

Subject: Re: EA Partners with XWIS Community Service
Posted by [=HT=Soviet](#) on Sun, 09 Oct 2005 21:09:17 GMT
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Honestly i really don't think that chat lounges are going to come back in any way shape or form most of your gaming will still be done in servers. In the servers the owners set the rules not EA, or soon to be XWIS. So the whole point of this argument seems a bit trivial. Besides why do you want to lower yourself to swearing in the first place. You were making some good arguments up until the point at which you referred to him as a "fuckbag". The second you resort to vulgarity a great many people dismiss your argument. If they have a problem with swearing here's an idea, don't. As for the XWIS takeover it looks like there working everything out with the respective leadership within Renegade at the moment so this takeover has my blessings as long as we (the Renegade community) have a voice within there takeover and future operation.

Subject: Re: EA Partners with XWIS Community Service
Posted by [msgtpain](#) on Sun, 09 Oct 2005 23:06:03 GMT
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Quote: Additionally, online games that include user-generated content (e.g., chat, maps, skins) carry the notice "Game Experience May Change During Online Play" to warn consumers that content created by players of the game has not been rated by the ESRB.

TEEN

Titles rated T (Teen) have content that may be suitable for ages 13 and older. Titles in this category may contain violence, suggestive themes, crude humor, minimal blood and/or infrequent use of strong language.

http://www.esrb.org/esrbratings_guide.asp

Subject: Re: EA Partners with XWIS Community Service

Posted by [sterps](#) on Mon, 10 Oct 2005 00:01:16 GMT

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I think this is a good step for the c&c community, i went on Red Alert 2 yesterday and it was good, infact it felt more like it did when Westwood was running it, you could chat in the server again . For those of you that dont know, you wont have to use that XWIS connection tool, the tool was annoying and i could never get Tiberian Dawn and Ra1 to work over WCHAT with it. But now its different, all you do is login to WOL through Ra2 like you were doing so to get on WOL, but instead when you successfully login you are greeted with a new MOTD and people chatting in chat. This is what im guessing will happen to all c&cs when you log in.

I think XWIS/striketeam will do a good job at running things and i hope that they will be able to run and support each c&c and game that EA and they said they would, also i hope the ladders, tournament, battleclan systems do come back too. And it will be good to ban cheaters permanently.

Though i would like to see Renegade jointly managed by both XWIS/Striketeam and BHS. BHS as we know, have been supporting Renegade for a long time now and are dedicated to Renegade. Though i think this is EA's way of sweeping c&c out the door, i wish the striketeam all the best in running WOL, and i hope an agreement can be made between striketeam and BHS.

About the FDS serials not being needed, i spose thats good, now people wont be always asking for them and no one will have to go and ask that guy who stole them all (cant rememeber his name). I bet he probably wishes he had taken your offer now Crimson .

About getting banned from swearing: I dont really swear much myself, i dont mind if other people do, but not excessivily. From experience and knowledge from when westwood was running things, swearing in the chat lobbies got you a ban or kick, depending how bad it was. Minor swear words like 'shit' got you kicked out or ban from that channel only, same as spamming, but words like 'Fuck' got you a ban for 24 hours from WOL, maybe even more, back in Tiberian sun, i remember this because my brother would play under my name and would say it, then i got banned i got really annoyed at him.

Though people do complain about swearing, it should be noted that this is an M15+ game (australian rating, mature audiences 15 years and over)

thats all i have to say now, i gotta run to my lecture, i wish striketeam all the best in running WOL,

and i hope an agreement can be made between striketeam and BHS.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave_dead](#) on Mon, 10 Oct 2005 01:26:31 GMT
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BHS has supported the Renegade community for years. If anyone should get control of WOL it should be BHS.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Mon, 10 Oct 2005 02:47:55 GMT
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steps wrote on Sun, 09 October 2005 17:01 About the FDS serials not being needed, i spose thats good, now people wont be always asking for them and no one will have to go and ask that guy who stole them all (cant rememeber his name). I bet he probably wishes he had taken your offer now Crimson .

Yep. I bet he does. I laughed out loud at this.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Doitle](#) on Mon, 10 Oct 2005 04:47:03 GMT
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T Shirts for Sale! My Kids need Bandwidth! T Shirts that say "I made the whole community mad and all I got were 50,000 randomly generated strings"

Subject: Re: EA Partners with XWIS Community Service
Posted by [Goztow](#) on Mon, 10 Oct 2005 06:42:02 GMT
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LOL yeah, that dude must be kinda like now... I bet we'll get a shit load of new empty servers now but ah well... people will quickly understand that it's a waste of money to have an empty server on WOL and will probably move on fast enough.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Weirdo](#) on Mon, 10 Oct 2005 07:42:52 GMT
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Doitle wrote on Mon, 10 October 2005 00:47T Shirts for Sale! My Kids need Bandwidth! T Shirts that say "I made the whole community mad and all I got were 50,000 randomly generated strings"

ROFL

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Mon, 10 Oct 2005 08:03:56 GMT

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well, here's the last i'll post on this subject for several reasons.

#1 i'm obviously dealing with at least 1 idiot who couldn't read or understand anything even if his life depended on it.

#2 i really don't give a rat's ass if some idiot children incorrectly assume it's their constitutional right to say anything they want where they want even though there is no such right.

#3 i rarely even look at this board anymore.

#4 did i mention i'm dealing with idiots?

anyway, this is from the terms of service posted at

<http://www.eagames.com/redesign/editorial.jsp?src=termsofser> vice#

Quote: 2. ONLINE CONTENT.

By "Content," we mean the software, communications, images, sounds, and all the material and information you see on our Service. EA, our Members, our affiliates, and our independent content providers provide most of the Content on EA Online. EA does not pre-screen all Content. You bear the entire risk of the completeness, accuracy or usefulness of Content found on EA Online.

Strong vulgar language, crude or explicit sexual references, discussions of illegal drugs, and hate speech are always inappropriate Content for EA Online. Content standards may vary depending on where you are on EA Online, the type of game you are playing and the expectations of the community. Some game play and chat rooms may involve use of stronger language than others, including mild expletives. Always use your best judgment in online conduct. If you would not say something in a room full of people you have never met, or in the workplace, don't post it on our message boards or chat.

EA Online representatives may monitor your communications on EA Online. But we cannot monitor all of the Content on EA Online, and we do not attempt to do so. Some of the areas on EA Online allow you to filter the chat you see. You can use this feature to reduce your exposure to words you do not wish to see. Reading the game help documents or asking our EA Online staff members or other players in the game is a great way to learn how to use these tools. If you encounter something you don't want to see, you can report it to the game support or complaint e-mail address for the area in which the incident occurred. EA does not endorse, approve, or prescreen any Content that you or other users communicate on the Service. EA does not assume any responsibility or liability for Content that is generated by Members or other guests on EA Online. We reserve the right to remove Content that is objectionable to us for any reason. This determination is in our sole discretion, and is final. EA does not assume any liability for any failure to remove, or any delay in removing, Content.

If we removed Content that you created, we may send you a warning. If it's a serious offense or you've violated our rules before, we may ban you from participating on EA Online and terminate your Account.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Spoony_old](#) on Mon, 10 Oct 2005 09:31:05 GMT
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I don't see what EA Online has to do with Renegade.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Javafx](#) on Mon, 10 Oct 2005 13:36:04 GMT
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Spoony wrote on Mon, 10 October 2005 05:31 I don't see what EA Online has to do with Renegade.

Me either.

Nice try Spot.

Subject: Re: EA Partners with XWIS Community Service
Posted by [luv2pb](#) on Mon, 10 Oct 2005 17:15:00 GMT
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is being able to say words that the older kids can really the biggest issue you can come up with?

Subject: Re: EA Partners with XWIS Community Service
Posted by [ChronoJam](#) on Mon, 10 Oct 2005 17:22:33 GMT
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Content standards may vary depending on where you are on EA Online, the type of game you are playing and the expectations of the community. Some game play and chat rooms may involve use of stronger language than others, including mild expletives

(Thanks for helping the argument)

Subject: Re: EA Partners with XWIS Community Service
Posted by [RTsa](#) on Mon, 10 Oct 2005 18:09:11 GMT
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Oh stop it already xD

In the servers, the server host gets to make the rules, if you don't like them, go away and play somewhere else..we have so many servers you'll find a good one where you can swear as much as you like.

When/if XWIS gets control of WOL (Kind of at least), we most likely won't go back to 'No swearing in chatrooms'...well, at least I highly doubt it. Actually..are they forcing good language in for example RA2 chat?

Well, if they are, then I get your point and even if it's somewhat stupid...I still get it. But if they allow swearing, what are you complaining about?

Hmhp..

Subject: Re: EA Partners with XWIS Community Service
Posted by [Joey](#) on Tue, 11 Oct 2005 00:27:07 GMT
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As much as I hate to say this. I doubt any one in EA will do anything just because someone says something bad and leave/quitbuying/etc.

I know these sort of people from experience...Ill give a good example.

Star War Galaxies, an MMORPG made by Sony Online Entertainment and licensed and owned by Lucas Arts, has had a very bad history.

#1: Tech support and customer support lies, laughs, and openly admits they are not wanting to help you. All they say is wait for response, one that comes 5 months later, literally.
#2: Laggy, glitchy, and horrible problems occure with many graphic, program, and other information. Sony refuses to fix these problems, some which have been in game since the Alpha two or three years ago. Instead they give new buggy items to distract you.

When they made a HORRIBLE engine upgrade and changes, every single proffesion was screwed over, the game wouldnt barely run, and THOUSANDS left. THOUSANDS signed petitions against SOE.

SOE's CEO signed up on the forum and made a statement that "We know things are bad, we are trying to make them better! We are for the fans and have not givin up, we are making the game better!"

Sound familure?

I can name of several companies that do the above. Including EA with other games as well as C&C.

My point: I really think they are trying to get Command and Conquer out of their hair, community and all, regardless of what it takes to quietly do it. I really doubt anything people say like "I will quit buying your games" will cause them to hand WOL over to you people rather than XWIS.

I WOULD LOVE for it to be done, but knowing how the people are in the corporations of this industry...I really doubt it.

Good luck trying however.

Subject: Re: EA Partners with XWIS Community Service
Posted by [deerwalk](#) on Tue, 11 Oct 2005 02:34:54 GMT
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Is XWIS any better then westwood online?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Blazer](#) on Tue, 11 Oct 2005 03:02:31 GMT
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deerwalk wrote on Mon, 10 October 2005 22:34: Is XWIS any better then westwood online?

If it 100% emulates WOL, has active support, and less exploitable bugs, then I'd say the answer is yes.

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Tue, 11 Oct 2005 07:14:10 GMT
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Javaxcx wrote on Mon, 10 October 2005 09:36: Spooony wrote on Mon, 10 October 2005 05:31: I don't see what EA Online has to do with Renegade.

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Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Tue, 11 Oct 2005 10:30:11 GMT

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spotelmo wrote on Tue, 11 October 2005 03:14Javaxcx wrote on Mon, 10 October 2005 09:36Spoony wrote on Mon, 10 October 2005 05:31I don't see what EA Online has to do with Renegade.

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I'm starting to like you, spot...

Subject: Re: EA Partners with XWIS Community Service
Posted by [msgtpain](#) on Tue, 11 Oct 2005 13:27:47 GMT
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Spotelmo.. read my post above (or I could just post it again here)

Quote:Additionally, online games that include user-generated content (e.g., chat, maps, skins) carry the notice "Game Experience May Change During Online Play" to warn consumers that content created by players of the game has not been rated by the ESRB.

This is a requirement from the ESRB; the organization that forces them to put "Teen" rating on the box.

"Game Experience May Change During Online Play" has absolutely nothing to do with the company, their support, what they "owe" you, etc. It is there simply to warn parents that even though this is a 'teen' game.. Game Experience May Change During Online Play. i.e., it may turn in to an "M" game, if you let your kids play online and we have no way of giving you any assurance that the user generated online content adheres to the rating on the box.

This is the exact reason that servers such as ours took an extra step to ensure that the "online content" did indeed remain as close to the "Teen" rating as we could. in my opinion, a "mild expletive" is not "GOD DAMN FUCK YOU FUCKING ASSHOLE I'M GOING TO RAPE YOUR MOM, YOU STOLE MY TANK!".. We had many friends who had children of their own playing on the server along side them. Our policy was: if you need to swear, say it out loud; we don't need to read it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [spotelmo](#) on Tue, 11 Oct 2005 13:37:21 GMT
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thank you.
i sit corrected on that part.

edit: i still stand by my position that the people above are idiots though.

Subject: Re: EA Partners with XWIS Community Service
Posted by [warranto](#) on Tue, 11 Oct 2005 15:32:24 GMT
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hmm. Something tells me I should have paid more attention to this thread. Forgive me if I repeat something that has already been said.

Short answer: Who cares if you can't swear.

Longer answer: Yes, nothing was signed stating that you had to censor your language, it doesn't matter. This is the internet, there are no rules (some exceptions apply). If someone wants to censor you, they have all the ability in the world to do so. I highly doubt that anything will change because some people who lack the intellect to think up some other word to use in its place think it's not fair. The "I can say whatever I want" still works, so if you NEED to swear, go ahead. Just be prepared to live with the consequences. Being unable to swear isn't the end of the world. Heck, I'm 23 and have never even begun to swear, so it's obviously not that hard, or that big of a deal.

Subject: Re: EA Partners with XWIS Community Service
Posted by [RTsa](#) on Tue, 11 Oct 2005 17:10:28 GMT
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Good short answer warranto.

But again...what's the news on this conversation BHS had with someone? Anything? Or you're not sure yet and don't want to say yet?

Subject: Re: EA Partners with XWIS Community Service
Posted by [luv2pb](#) on Tue, 11 Oct 2005 17:15:14 GMT
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I don't suppose Crimson or Mac could give us an update?

Subject: Re: EA Partners with XWIS Community Service

Posted by [Javaxcx](#) on Tue, 11 Oct 2005 17:42:55 GMT

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spotelmo wrote on Tue, 11 October 2005 03:14i just couldn't resist the temptation to respond. but then, it's better than working.

ea online is the same as westwood online (since it runs it and westwood no longer exists. they don't publish terms of service for "westwood online" anymore.)

but all that aside, i was referring mostly to the rts games like ra2 when i was talking about cussing and that it isn't allowed.

when you are in the chat lobby for those games talking bullshit, if you cuss you get kicked(or you did when ea and westwood were in charge). when you are in a game playing with someone you can cuss if you like and ea can't do anything about it(except apply the swear filter if you chose) now, as for renegade, when you are in the chat lobbies, they have the power and the right to monitor the cussing and kick or ban you if they like. when you are in a server playing a game, it is the server owner and administrators who decide if you are allowed to cuss. that is their right and some servers even have automatic bots that do the kicking for them when you cuss.

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Wrong. EA has nothing to do with Westwood's content save, and ONLY save, Generals. The ToS you sign with Westwood's games are what you agree to when you install the game, and that is the ToS in question. Furthermore, msgtpain is exactly correct.

So while you maintain nonsense, I maintain that it was still only a nice try Spot. But no cigar.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Scorpio9a](#) on Tue, 11 Oct 2005 17:45:28 GMT

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RTsa wrote on Tue, 11 October 2005 13:10But again...what's the news on this conversation BHS

had with someone? Anything? Or you're not sure yet and don't want to say yet?

EA Apoc wrote on cncden.com And yes I am fully aware of BHS and Renegade and am talking with those guys and XWIS conjointly to ensure we're all aiming for the same consistent goal. I definitely see an opportunity for working together so the Renegade fans can be 100% happy as well.

Subject: Re: EA Partners with XWIS Community Service

Posted by [RTsa](#) on Tue, 11 Oct 2005 18:11:06 GMT

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Goodie good.

Thanks for the quote. So...we're waiting for October 20th? Or is that just the date the trial is over...or will everything be switched then?

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Tue, 11 Oct 2005 19:44:07 GMT

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Javafx wrote on Tue, 11 October 2005 13:42spotelmo wrote on Tue, 11 October 2005 03:14i just couldn't resist the temptation to respond. but then, it's better than working. ea online is the same as westwood online (since it runs it and westwood no longer exists. they don't publish terms of service for "westwood online" anymore.) but all that aside, i was referring mostly to the rts games like ra2 when i was talking about cussing and that it isn't allowed. when you are in the chat lobby for those games talking bullshit, if you cuss you get kicked(or you did when ea and westwood were in charge). when you are in a game playing with someone you can cuss if you like and ea can't do anything about it(except apply the swear filter if you chose) now, as for renegade, when you are in the chat lobbies, they have the power and the right to monitor the cussing and kick or ban you if they like. when you are in a server playing a game, it is the server owner and administrators who decide if you are allowed to cuss. that is their right and some servers even have automatic bots that do the kicking for them when you cuss. this is what you agreed to when you clicked "i agree" upon installing the game. as for the "online content may change" that is basic legalize put on most(if not all) games that can be played online. this is because the online aspects are constantly changing. patches can be applied to servers, servers can go down, game companies can stop supporting servers mods and scripts can be applied server side, fan maps can change things from the original content etc. a prime example would be when ea turned off chat in red alert2. they gave up because they couldn't stop the script kiddies and didn't want to keep paying people to monitor and support the online portion of the game. therefore, the online experience changed... you could no longer chat in the lobbies. they do this as a warning to the consumers and as protection against idiots(like you people) who can't understand basic concepts and can't get over the fact that they have no freedom of speech in the private sector and that just because they spent \$50 on a game (less than you would on

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i sure wish i could find the old westwood terms of service... perhaps later i can find the time to find it.

either way, it doesn't matter because when ea took over westwood, it was ea's terms of service which became applicable.

such is the same when any company acquires another. there is no "grandfather clause" which states if the previous company lets you cuss(which westwood didn't) then you can continue to cuss when the new company takes over.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Tue, 11 Oct 2005 20:41:34 GMT

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Working out these details isn't something that can be done in 5 minutes. I spent literally hours working on a proposal for BHS and presented it to Apoc. He requested some revisions and things to be made more specific which I am working on now. We're not even halfway through the trial period yet and things are still going well, so don't worry yet.

Subject: Re: EA Partners with XWIS Community Service

Posted by [warranto](#) on Tue, 11 Oct 2005 21:00:51 GMT

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spotelmo wrote on Tue, 11 October 2005 15:44Javaxcx wrote on Tue, 11 October 2005 13:42spotelmo wrote on Tue, 11 October 2005 03:14i just couldn't resist the temptation to respond. but then, it's better than working.

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That would depend if EA "bought" those contracts from Westwood or not. If they were, then the old contract still holds. If not, then it would be implied that you agree to EA's TOS by using the game.

Of course, this would be arguable, considering we were neither informed, and future copies of the game were under the Westwood TOS (I believe)

Subject: Re: EA Partners with XWIS Community Service

Posted by [spotelmo](#) on Tue, 11 Oct 2005 22:34:10 GMT

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didn't red alert 2 come out in 2000? this would be after westwood was acquired by ea(1998) which means westwood was a ea company at the time which means that what you signed for westwood is also being signed for ea.

Subject: Re: EA Partners with XWIS Community Service

Posted by [rm5248](#) on Tue, 11 Oct 2005 22:47:55 GMT

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The support issue could be resolved rather easily. Support could be directed to fan sites for that particular game so that Strike Team isn't inundated with support problems.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Blazer](#) on Tue, 11 Oct 2005 23:23:51 GMT

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It's not as simple as that (for EA). They own the games, and the servers and IP addresses that point to them. They cannot simply allow random third party people to take over any part of them, without proper legal paperwork, nondisclosure agreements, etc.

Think of it like this...would Microsoft allow some third party "fansites" to take over control of the windows update servers? Why wouldn't they? The answer is the same for EA, although the scenario seems very different. It's all the same to the lawyers

Subject: Re: EA Partners with XWIS Community Service

Posted by [rm5248](#) on Wed, 12 Oct 2005 01:08:41 GMT

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Blazer wrote on Tue, 11 October 2005 18:23 Think of it like this...would Microsoft allow some third party "fansites" to take over control of the windows update servers? Why wouldn't they? The answer is the same for EA, although the scenario seems very different. It's all the same to the lawyers

Err.. That's not what I meant. I mean that there's like a 'support' department on the website, with different categories. Click on "Renegade support" and it'll pop up different websites where you can get help(I.E. renforums.com) so that the people who are running XWIS don't spend 5234 hours a day answering technical support problems. The fansites wouldn't take control of the updates, they would just help to disperse the traffic looking for problems to their technical support problems.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Wed, 12 Oct 2005 06:43:23 GMT

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rm5248 wrote on Tue, 11 October 2005 21:08Blazer wrote on Tue, 11 October 2005 18:23Think of it like this...would Microsoft allow some third party "fansites" to take over control of the windows update servers? Why wouldn't they? The answer is the same for EA, although the scenario seems very different. It's all the same to the lawyers

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Who needs support? Mostly the newbies. Newbies will just try and do www.westwood.com and hope to find something but they'll just find a load of useles shit. If they could find a link there to a fansite like this one, that could be helpful (EA could put "we're not responsible bleh blah blah").

Subject: Re: EA Partners with XWIS Community Service

Posted by [RTsa](#) on Wed, 12 Oct 2005 17:35:41 GMT

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Crimson wrote on Tue, 11 October 2005 16:41Working out these details isn't something that can be done in 5 minutes. I spent literally hours working on a proposal for BHS and presented it to Apoc. He requested some revisions and things to be made more specific which I am working on now. We're not even halfway through the trial period yet and things are still going well, so don't worry yet.

Yeah, I know it's not a five minute job

But I was asking because I understood you were having a conversation about it. As in MSN, which would mean a day or two later you might have information about it.

Good to hear everything's going well

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Wed, 12 Oct 2005 21:02:49 GMT

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Our conversations are over email. I have sent over what I hope will be the final revision of our proposal. I have a new project that should tide you all over for the time we're waiting for this... stay tuned.

Subject: Re: EA Partners with XWIS Community Service

Posted by [mee2yo](#) on Wed, 12 Oct 2005 22:10:10 GMT

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As long as there is a place to play I am there. X SIS sounds like it will handle the servers. Will you still be able to set up your own server, then fine, then great!!

And when X SIS stops caring about hosting, then ea better take up back.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Traingye](#) on Thu, 13 Oct 2005 00:35:04 GMT
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meee2yo wrote on Wed, 12 October 2005 18:10

And when X SIS stops caring about hosting, then ea better take up back.

I wouldn't get my hopes up.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Majiin Vegeta](#) on Fri, 14 Oct 2005 19:40:24 GMT
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just read first post skipped everything else

sounds good bring on the change over...

Subject: Re: EA Partners with XWIS Community Service
Posted by [Belski](#) on Sun, 16 Oct 2005 04:11:56 GMT
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apply for partnership with strike-team...im sure they will be more than glad to let you support, don't would like support on a game...they don't care about it because NO ONE uses it on a daily basis like on wol

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sun, 16 Oct 2005 05:56:59 GMT
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It's already in progress. I'll let you guys know as soon as there's news.

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sun, 16 Oct 2005 17:42:15 GMT
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A few questions.....how will they take over?

Will we have to download some new software from a website, or will renegeade direct us to it, when we try to login to WOL?

How will it work if we won't need the serials? Will we need Renegade FDS software installed? Will the servers still run BR or NR? Or will there be something new that will gives us the same commands? And what about renguard? will there servers be compatible with the rg network?

Sorry, im a little(or a lot) confused on how things will work

Subject: Re: EA Partners with XWIS Community Service
Posted by [Goztow](#) on Sun, 16 Oct 2005 18:13:22 GMT
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trooprm02 wrote on Sun, 16 October 2005 13:42A few questions.....how will they take over? Will we have to download some new software from a website, or will renegeade direct us to it, when we try to login to WOL?

How will it work if we won't need the serials? Will we need Renegade FDS software installed? Will the servers still run BR or NR? Or will there be something new that will gives us the same commands? And what about renguard? will there servers be compatible with the rg network?

Sorry, im a little(or a lot) confused on how things will work
Start with reading the hwole topic and u'll have answers...

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Sun, 16 Oct 2005 19:45:10 GMT
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Euh..If I'm right only the servserv.westwood.com adress will change. You should be able to connect to XWIS by pressing WOL. Olaf already said you don't need a FDS serial to create a server on XWIS.

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Mon, 17 Oct 2005 03:32:28 GMT
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Originally when I read this it sounded like a total fallout. But, the more I think about it the more I like the idea.

Some things to think about:

- No more excess flood (as Crimson already mentioned)
- No more Cyberpunk (at least we can hope)
- Ban controls
- Instant connect (no more waiting 30 seconds or having to try to connect twice)
- FDS serial problem is solved, not that it was really was a problem to begin with...
- Most chat relays won't work/will be banned
- Possibility that the USA/Euro/Pacific servers will be combined into one server

And the best part about this is that Xwis is a basically a clone of WOL except it says Xwis, not WOL. All the features are the same and if the amount of players doesn't impact server stability it will far less laggy and faster. All Xwis needs to do is hire virtual ted and delphi and it's basically WOL again.

Subject: Re: EA Partners with XWIS Community Service
Posted by [jd422032101](#) on Mon, 17 Oct 2005 04:04:02 GMT
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I like this Idea I hope every thing works out right.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Mon, 17 Oct 2005 04:44:35 GMT
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dammagic wrote on Sun, 16 October 2005 22:32

- Instant connect (no more waiting 30 seconds or having to try to connect twice)

The way I understand it, the long connect times [for Renegade] are due to having lots of files in your data folder. Renegade needs to make sure that the files in there are compatible with the files in the server listings, and this is actually one of the possible exploits that Cyberpunk has used... tricking Renegade into thinking that the files are the same when they are not. Having lots of files for Renegade to scan means a longer time waiting at the screen while it scans those files. If I am correct, then switching to XWIS should not change the long connect time.

Subject: Re: EA Partners with XWIS Community Service
Posted by [ben5015se](#) on Mon, 17 Oct 2005 19:03:54 GMT
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as long as bhs doesnt force rg (to the point that we cant play on xwis without rengaurd) i will support bhs

Subject: Re: EA Partners with XWIS Community Service
Posted by [cmatt42](#) on Mon, 17 Oct 2005 20:08:46 GMT
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!forcerg ben5015se

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Mon, 17 Oct 2005 21:46:07 GMT
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Kanezor wrote on Sun, 16 October 2005 23:44dammagic wrote on Sun, 16 October 2005 22:32
- Instant connect (no more waiting 30 seconds or having to try to connect twice)

The way I understand it, the long connect times [for Renegade] are due to having lots of files in your data folder. Renegade needs to make sure that the files in there are compatible with the files in the server listings, and this is actually one of the possible exploits that Cyberpunk has used... tricking Renegade into thinking that the files are the same when they are not. Having lots of files for Renegade to scan means a longer time waiting at the screen while it scans those files. If I am correct, then switching to XWIS should not change the long connect time.

I'd love to believe that is true except for the fact that it does the same thing when you try to connect through a relay or Wchat for RA1, for example, it takes just as long and the always.db5 file is bigger than the entire RA1 directory, so k... I don't know if it's only me, but I noticed this started shortly after EA moved Westwood down to Los Angeles.

Subject: Re: EA Partners with XWIS Community Service
Posted by [ben5015se](#) on Mon, 17 Oct 2005 23:49:45 GMT
[View Forum Message](#) <> [Reply to Message](#)

cmatt42 wrote on Mon, 17 October 2005 16:08!forcerg ben5015se

i mean like not letting us log into xwis without rengaard..
anyway why does it say my serial number is invalid

Subject: Why the hell is xwis going to be having a damn thing to do with renegade
WHEN THIER IS GAMESPY???
Posted by [Alkaline](#) on Tue, 18 Oct 2005 03:52:28 GMT
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EA ASSCLOWNS,

Seriously, this is the last draw...I'm amazed that renegade players are going to be on XWIS, when

thier is already a perfectly viable alternative: GAMESPY and guess what? Yes you their is a still an active comunnity their and every time wol was down, everyone migrated their little asses to gamespy... Why can't everyone just do the same this time and just stay put?

RIP: Renegade, it was fun while it lasted but soon, no one will be playing...

Subject: Re: EA Partners with XWIS Community Service

Posted by [Alkaline](#) on Tue, 18 Oct 2005 03:55:41 GMT

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Well after seeing how many times rengaurd goes down during peak hours, I would hate to see BHS have anything to do with XWIS because they can't even handle rengaurd right now..

\$.02

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [deerwalk](#) on Tue, 18 Oct 2005 03:56:17 GMT

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Renegade has a very active audience. Hey guess what dipshit, wheres the OMFG WTF GAMESPY RULES!!!1111ONEONEONE for say red alert, sun, and all the others last time i cheaked none of those had gamespy. Oh yes and i have a deep hatred for gamespys shitty RTS hosting.

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [Spoonny_old](#) on Tue, 18 Oct 2005 03:59:14 GMT

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maybe because XWIS will be much more like WOL and not have as many flaws as gamespy.

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [icedog90](#) on Tue, 18 Oct 2005 04:21:34 GMT

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Gayspy.

Subject: Re: EA Partners with XWIS Community Service

Posted by [ghost](#) on Tue, 18 Oct 2005 05:16:52 GMT

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could it be? the end of all C&C games?

i wouldnt mind whats going on but if this interferes with any of my damm servers there will be hell to pay

on the other hand every C&C game will change...maybe people will lose taste in ren.

and i hope they get there own Rengaurd cause OMFG how many people everyday come to my forums after being banned saying RG doesnt work....

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [deerwalk](#) on Tue, 18 Oct 2005 05:18:36 GMT

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icedog90 wrote on Mon, 17 October 2005 23:21Gayspy.

Indeed

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [Goztow](#) on Tue, 18 Oct 2005 06:13:16 GMT

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Gayspy indd. Can't play there anyway, apparently my 5 € for the game wasn't enough to allow my serial to be used there.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Tue, 18 Oct 2005 06:16:26 GMT

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ghost wrote on Tue, 18 October 2005 01:16could it be? the end of all C&C games?

i wouldnt mind whats going on but if this interferes with any of my damm servers there will be hell to pay

on the other hand every C&C game will change...maybe people will lose taste in ren.

and i hope they get there own Rengaurd cause OMFG how many people everyday come to my forums after being banned saying RG doesnt work....
Owwwww maaaaay gaaaaaaaawd !!! OK, in the year 2000 hundreds of people suicided because it was also supposed to be the end of the world...

Lately I have had no problems at all with RG and I would ask you to show some respect for the people that keep this up, all for charity because this is also their forum that they keep up for when you are in trouble. So now say nicely "excuse me" and move out!

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Tue, 18 Oct 2005 08:27:16 GMT
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Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??
Posted by [Blazer](#) on Tue, 18 Oct 2005 08:29:09 GMT
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1. They aren't getting rid of WOL, they are just letting someone else admin it.
2. Yes you can play Renegade on Gamespy, but that is no reason for them to just totally drop WOL.
3. There is no ladder mode in GSA mode like WOL.
4. In GSA mode you cannot /page people.
5. Its a lot easier for EA to arrange a *transparent* switch from WOL to XWIS, than to just throw WOL in the trash and "tell everyone to use Gamespy".

Ponder that for awhile.

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??
Posted by [Spoony_old](#) on Tue, 18 Oct 2005 08:53:50 GMT
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You can't even ban people on Gamespy, can you?

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??
Posted by [Kanezor](#) on Tue, 18 Oct 2005 09:53:03 GMT
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Spoony wrote on Tue, 18 October 2005 03:53 You can't even ban people on Gamespy, can you? Yes you can. In fact, Gamespy banning is a bit more effective, since GSA servers ban by serial hash by default instead of name.

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [Oblivion165](#) on Tue, 18 Oct 2005 09:54:33 GMT

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Why didnt you post this in the XWis topic? Seems like there are 15 topics, that should be subtopics. "What is the BEST", "What is the WORST" Its getting awful cluttered around here.

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [Crimson](#) on Tue, 18 Oct 2005 09:55:23 GMT

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Meet my good friend "merge topic".

Subject: Re: Why the hell is xwis going to be having a damn thing to do with renegade WHEN THIER IS GAMESPY??

Posted by [Kanezor](#) on Tue, 18 Oct 2005 10:05:48 GMT

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Crimson wrote on Tue, 18 October 2005 04:55 Meet my good friend "merge topic". That explains how I already read half of those posts. And the bad link I got before loading this page.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Belski](#) on Tue, 18 Oct 2005 11:11:12 GMT

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ghost wrote on Tue, 18 October 2005 01:16 could it be? the end of all C&C games?

i wouldnt mind whats going on but if this interferes with any of my damm servers there will be hell to pay

on the other hand every C&C game will change...maybe people will lose taste in ren.

and i hope they get there own Rengaurd cause OMFG how many people everyday come to my forums after being banned saying RG doesnt work....

its fine...100% better for ra2 at least (thats what i play), MANY more people since xwis came

Subject: Re: EA Partners with XWIS Community Service
Posted by [Spoony_old](#) on Wed, 19 Oct 2005 22:03:44 GMT
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I heard that people will lose their WOL names when it changes over... is that true?

Subject: Re: EA Partners with XWIS Community Service
Posted by [cmatt42](#) on Wed, 19 Oct 2005 22:17:06 GMT
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Yes. Just login with your nick and your password before anyone else. It will register just like that.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Alkaline](#) on Thu, 20 Oct 2005 02:02:54 GMT
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Renguard goes down randomly A LOT; MORE SO on peak playing time. posting a picture doesn't do anything, if you want I can start a log of when it does happen and prove it to you , but all that will do is give people a reason for not using rengaurd...

The fact of the matter is that BHS is already not bale to fully tackle the renguard project as it is, I rather have a third party that has nothing to do with this team deal with XWIS.

Even though I have very strong doubts that the xwis team can halde a 10th of the current RG traffic.

No matter what you say, gamespy is a more stable always on solution for renegade. Their are better players, less n00bs, and generally more inteligent people playing on it.I personnaly hope XWIS fails misserably and everyone is forced to play on gamespy... Things will be a lot better.

BTW, Host P/M is very similair to paging, and ladders are completley stupid.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Doitle](#) on Thu, 20 Oct 2005 02:32:01 GMT
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Doubts about reliability will always exist. Tales of downtime are what course through the magic

rivers of the universe and will do so unendingly. To move past this snag and prosper should be the goal of all parties. Renguard server usage withheld, the human element is as always the key facet. BHS has the drive and the emotionate passion, for service to this constiuancy. If we should all be so lucky as to have a BHS out there working weekends and nights in the rain and snow in our best interest. Friendly utilitarian angels keeping our serverlists stocked and our phat pipes clear and ready to gorge themselves on juicy juicy packets. Mmm... The argument therefore is not who to support in this wild and crazy scramble for burden, but how to support BHS in your own very special way. Whatever your talent is you can exercise it and help the community at much the same time! So go out there and knit, bake, or paint, and remember... The best things in life are free, the apple doesn't fall far from the tree, and a penny saved is a penny earned.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Thu, 20 Oct 2005 04:50:21 GMT

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Regardless of what you believe, I assure you that my RenGuard statistics are far more accurate and detailed than anyone else's. I also know that we upgraded one of the servers that was giving us hassles about 2-3 weeks ago which has significantly improved the overall response time of the network as a whole. Managing this network is something that we do 24 hours a day, so don't even THINK you can talk to me like I don't have a clue what's going on.

Next I will teach you to catch a knife, using only your eyeball.

Furthermore, according to our statistics, roughly 75-80% of all Renegade players play on WOL.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Thu, 20 Oct 2005 07:09:59 GMT

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Gamespy players better and more intelligent??? WTF???

I don't say Gamespy doesn't have some good clans but to be honnest: most WOL clans will take most gamespy clans on any day for the simple reason that thanks to the ranks system that WOL has, more clans have been playing clan wars on WOL and practise makes perfect...

Take this as a personal opinion...

Subject: Re: EA Partners with XWIS Community Service

Posted by [Spoony_old](#) on Thu, 20 Oct 2005 07:34:44 GMT

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Subject: Re: EA Partners with XWIS Community Service
Posted by [Dante](#) on Thu, 20 Oct 2005 07:37:33 GMT
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spammer

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sat, 22 Oct 2005 01:32:01 GMT
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ok, Im SOOOOOOOOOO Lost
I went to play renegade, went to WOL, it connected to the USA Servers (i thought XWIS was taking over on oct 20?), and the only difference is that its SOOOOOOOOO slow!!!
am i missing something?

Sorry if I look stupid lol.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sat, 22 Oct 2005 01:33:37 GMT
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The switch was delayed because the two staff members of XWIS are out of town this weekend.

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sat, 22 Oct 2005 02:04:17 GMT
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Omg.....Im very pissed now, xwis has one server, and plans to add 3 more
And now, Wol is much slower, and clans for xwis and buddies lists, will have to start from scratch!

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sat, 22 Oct 2005 02:07:02 GMT
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and about the fds, there are now currently 4 servers running, with renguard and BR or NR, how is this possible if xwis has not released anything to allow this to happen (ie: fds app etc)?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Sat, 22 Oct 2005 19:22:52 GMT
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Ahh, but they have. The old XWISC still works.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Nightma12](#) on Sat, 22 Oct 2005 22:21:30 GMT
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trooprm02 wrote on Fri, 21 October 2005 21:07 and about the fds, there are now currently 4 servers running, with renguard and BR or NR, how is this possible if xwis has not released anything to allow this to happen (ie: fds app etc)?

the same way u connect to XWIS via the Renegade Client, lol

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sun, 23 Oct 2005 23:49:52 GMT
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Nightma12 wrote on Sat, 22 October 2005 17:21 trooprm02 wrote on Fri, 21 October 2005 21:07 and about the fds, there are now currently 4 servers running, with renguard and BR or NR, how is this possible if xwis has not released anything to allow this to happen (ie: fds app etc)?

the same way u connect to XWIS via the Renegade Client, lol

Someone please correct me.

So, I first set XWIS, then run the fds 1.037 installer, from the wol ftp server (or is there some other app?), then it won't ask me for a serial, and ill be able to add NR or BR.

Oh, and if I make a new login name on wol, it will work on xwis, meaning registering a nick hasn't change?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Nightma12](#) on Mon, 24 Oct 2005 08:20:19 GMT
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no, you will have a global serial for the FDS

everybody has the same serial

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Mon, 24 Oct 2005 22:35:47 GMT
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and what would that serial be?
so that means, the normal fds instailer is the one, we just need to set XWIS and have that serial?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 25 Oct 2005 17:38:54 GMT
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All that should be needed is a restart of your client/server after the redirection is done.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Tue, 25 Oct 2005 17:45:48 GMT
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which will be when?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Tue, 25 Oct 2005 17:48:32 GMT
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Yes, when we will the change be..? I assume in some days.

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Tue, 25 Oct 2005 19:16:18 GMT
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Ok, now I'm really confused
I can login into XWIS, that wasn't my question, my question was where would I get a serial for running a BR or NR server in the XWIS server?

Do I need a different instailer?

Subject: Re: EA Partners with XWIS Community Service
Posted by [rm5248](#) on Tue, 25 Oct 2005 19:45:06 GMT
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trooprm02 wrote on Tue, 25 October 2005 15:16Ok, now I'm really confused
I can login into XWIS, that wasn't my question, my question was where would I get a serial for
running a BR or NR server in the XWIS server?

Do I need a different installer?

As far as I know, you don't need an FDS serial to host a server on XWIS.

Subject: Re: EA Partners with XWIS Community Service
Posted by [pvtschlag](#) on Tue, 25 Oct 2005 19:47:41 GMT
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But you still need one to install the FDS, and that is what they will be giving out.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Tue, 25 Oct 2005 21:47:44 GMT
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Since I've been away this thread has grown too big for me to find the time to read. truth is, I can't
be arsed.

Can anybody quickly sum up what's been going on about this WOL-XWIS-BHS thing?

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Tue, 25 Oct 2005 23:26:32 GMT
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pvtschlag wrote on Tue, 25 October 2005 14:47But you still need one to install the FDS, and that
is what they will be giving out.

When? but there's no XWIS option for the installer in guessing installing it like wol, but it will
auto-redirect thro XWIS Then after the install, you'll be able to get BR or NR for the server like
always

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Tue, 25 Oct 2005 23:44:55 GMT
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The changeover isn't going to happen for at least 2 more weeks, according to what Olaf told me today. He is aware that NAT isn't 100% working yet.

Subject: Re: EA Partners with XWIS Community Service
Posted by [JeepRubi](#) on Tue, 25 Oct 2005 23:51:42 GMT
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MEHHHH!!! HULK MAD!!!!

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Wed, 26 Oct 2005 23:44:12 GMT
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Jeep Rubi wrote on Tue, 25 October 2005 19:51MEHHHH!!! HULK MAD!!!!

^Its people like you that make me think twice about letting into my servers

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Thu, 27 Oct 2005 00:35:55 GMT
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Crimson wrote on Tue, 25 October 2005 19:44The changeover isn't going to happen for at least 2 more weeks, according to what Olaf told me today. He is aware that NAT isn't 100% working yet.

Thanks for the Update Crimson

Subject: Re: EA Partners with XWIS Community Service
Posted by [JeepRubi](#) on Thu, 27 Oct 2005 00:52:46 GMT
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trooprm02 wrote on Wed, 26 October 2005 19:44Jeep Rubi wrote on Tue, 25 October 2005 19:51MEHHHH!!! HULK MAD!!!!

^Its people like you that make me think twice about letting into my servers

Just beeing funny. Any way i was lookin forward to it cause some dink stole my serial for my server.

Hey was it you?

Subject: Re: EA Partners with XWIS Community Service
Posted by [jd422032101](#) on Thu, 27 Oct 2005 03:33:22 GMT
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Yes thanks crimson for the updates
& Hi kytten9

Subject: Re: EA Partners with XWIS Community Service
Posted by [Spoony_old](#) on Thu, 27 Oct 2005 07:39:57 GMT
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Don't challenge me.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Thu, 27 Oct 2005 15:48:21 GMT
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Surely not!

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Thu, 27 Oct 2005 22:25:50 GMT
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When will they start handing out the serial(s)?

Subject: Re: EA Partners with XWIS Community Service
Posted by [omega79](#) on Sat, 29 Oct 2005 17:32:46 GMT
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imho its a good thing to hand it over to someone who really cares ...

if i remember those wol crashes which took more than a day or a whole weekend ... and the speed and the bots etc ... ea just dont care, wol got a very low priority.

and i think its good that it is not in the hands of bhs, for a couple of reasons ...
one is that i think its never good to have everything in 1 hand, so bhs can focus on their patch and rg stuff and the others can focus on keeping the net alive

Subject: Re: EA Partners with XWIS Community Service

Posted by [exnyte](#) on Sat, 29 Oct 2005 18:12:15 GMT

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I may be wrong, but from what I understand there won't be a need for a "new" FDS or anything of the sorts. The way it was done before will be the way it is now.

From what I can tell, everything that has been happening is behind the scenes. Meaning we wouldn't even have known about it if they didn't announce it. Everything will work the same from the client side as did before, except now FDS serials won't mean nothing as they won't be checked to see if they are in use by anyone else (I'm sure they'll be other things that would be different... But again, we wouldn't know about them otherwise.)

Again, I could be wrong... That's just what I get out of it.

Subject: Re: EA Partners with XWIS Community Service

Posted by [htmlgod](#) on Sat, 29 Oct 2005 19:51:14 GMT

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Just thought I'd let my opinion be known. I tend to agree with Crimson - I think it'd be hard for us to get service worse than WOL with EA, and I think that having different employees working on our online play will mean new ideas, new dedication, and new readiness to fix things for the better. Furthermore, I think that I can agree with those of you who think XWIS may not be fully prepared to handle all the players on WOL, but generally I think that people meet challenges better when they know in advance that they're in way over their head and that they're going to have to work really hard to get ahead. Yes, perhaps EA is shrugging off some extra responsibility towards the C&C community, but that's not really bad, since we weren't getting the attention we deserved from them anyway. I just hope that BHS will be able to help with XWIS and support the community in a more official capacity, and that things will stick together over a transition period that I think may be rather bumpy.

Subject: Re: EA Partners with XWIS Community Service

Posted by [JPNOD](#) on Tue, 01 Nov 2005 14:37:32 GMT

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bump

Is it happening? because WOL is down for me.

Subject: Re: EA Partners with XWIS Community Service

Posted by [RaikkOn3n](#) on Tue, 01 Nov 2005 14:49:44 GMT

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yeah i got the same problem 'Operation Timed Out'

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 01 Nov 2005 15:12:20 GMT
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No, it won't happen this week.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Tue, 01 Nov 2005 15:25:50 GMT
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Olaf van der Spek wrote on Tue, 01 November 2005 10:12No, it won't happen this week.

Wow XWIS look as reliable as EA...wtg!

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 01 Nov 2005 15:32:22 GMT
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Kytten9 wrote on Tue, 01 November 2005 10:25Olaf van der Spek wrote on Tue, 01 November 2005 10:12No, it won't happen this week.

Wow XWIS look as reliable as EA...wtg!
What do you mean?

Subject: Re: EA Partners with XWIS Community Service
Posted by [JPNOD](#) on Tue, 01 Nov 2005 15:38:24 GMT
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There's like 11 servers on XWIS now, join up

Subject: Re: EA Partners with XWIS Community Service
Posted by [Raikk0n3n](#) on Tue, 01 Nov 2005 15:46:28 GMT
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well im on XWIS and it sucks because i cant join a server because of firewall negotiaton blablabla

Subject: Re: EA Partners with XWIS Community Service
Posted by [JPNOD](#) on Tue, 01 Nov 2005 15:48:51 GMT

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Raikk0n3n wrote on Tue, 01 November 2005 10:46well im on XWIS and it sucks because i cant join a server because of firewall negotiaton blablabla

Yes, well I guess thats the fix for what they were talking about, strange thing is that I run a Firewall but like a week ago I could join 2 out of 4 servers on XWIS

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Tue, 01 Nov 2005 16:30:20 GMT

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Raikk0n3n wrote on Tue, 01 November 2005 10:46well im on XWIS and it sucks because i cant join a server because of firewall negotiaton blablabla

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 01 Nov 2005 16:38:15 GMT

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Kytten9 wrote on Tue, 01 November 2005 11:30Raikk0n3n wrote on Tue, 01 November 2005 10:46well im on XWIS and it sucks because i cant join a server because of firewall negotiaton blablabla

That's not related to reliability at all. It's simply a missing feature that will be added before redirection.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Tue, 01 Nov 2005 16:47:05 GMT

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Olaf van der Spek wrote on Tue, 01 November 2005 11:38Kytten9 wrote on Tue, 01 November 2005 11:30Raikk0n3n wrote on Tue, 01 November 2005 10:46well im on XWIS and it sucks because i cant join a server because of firewall negotiaton blablabla

That's not related to reliability at all. It's simply a missing feature that will be added before redirection.

I didn't say it was....I quoted him to say I had the same issues so I use a direct connect method to one server that is currently on Gamespy...but would use that method when XWIS do merge....My point of reliability was the planned move was over 2 weeks ago now...and still no link done, so those who know no other way to connect to Ren online other than WOL will be losing out.....It's called sarcasm.....sorry I do that alot!

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 01 Nov 2005 17:17:42 GMT
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Kytten9 wrote on Tue, 01 November 2005 11:47Olaf van der Spek wrote on Tue, 01 November 2005 11:38Kytten9 wrote on Tue, 01 November 2005 11:30Raikk0n3n wrote on Tue, 01 November 2005 10:46well im on XWIS and it sucks because i cant join a server because of firewall negotiaton blablabla

That's not related to reliability at all. It's simply a missing feature that will be added before redirection.

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The RG move was planned after the trial, not directly after.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Wyld1USA](#) on Tue, 01 Nov 2005 18:17:24 GMT
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Well there is something going on today:

- 1) Wol can't retrieve server list
- 2) I go on Gamespy and I get a buffer overrun error and disconnected
- 3) If I make it in the game after 5 mins or so I get disconnected from Renguard and the game shuts down.

Very frustrating. Played hookie from work to relax and play a bit of Ren and all this. Oh well.

Subject: Re: EA Partners with XWIS Community Service
Posted by [TD](#) on Tue, 01 Nov 2005 18:38:15 GMT
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All we want to know is, is it going to be today? (Because several signs make us think it IS going to be today) If not, about when will it be?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Tue, 01 Nov 2005 18:41:39 GMT
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It could also be that EA dropped support for WOL today, but it can also be another mistake with the server.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Kytten9](#) on Tue, 01 Nov 2005 18:48:30 GMT

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Olaf said not this week.....good luck on getting any information more than that out of him....I suggest you check XWIS' website, see if they communicate any better there....Though I doubt it...I know they are doing what they claim is their best....but they should at least show some empathy for those of us who aren't getting any joy from this situation... (doubtful)

Rumor has it, although it is just a rumor. That people have claimed WOL is down due to it being attacked by scripty kids..

The only suggestion I can make is possibly keeping your eyes out for any help people may give like direct connecting....join [irc.n00bstories.com](#) #bhs_support for Renguard issues while WOL is down.... I dunno if other networks have support channels or help channels that their members (new or old) could use to ask for help. I know Black-cell used to, I would be very suprised if that wasn't the case anymore.....

Other than that, sit tight and watch this space...

Subject: Re: EA Partners with XWIS Community Service

Posted by [RTsa](#) on Tue, 01 Nov 2005 19:22:49 GMT

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WyldoneUSA wrote on Tue, 01 November 2005 13:17Well there is something going on today:

- 1) Wol can't retrieve server list
- 2) I go on Gamespy and I get a buffer overrun error and disconnected
- 3) If I make it in the game after 5 mins or so I get disconnected from Renguard and the game shuts down.

Very frustrating. Played hookie from work to relax and play a bit of Ren and all this. Oh well. I get that error as well...and of course can't connect to WOL.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Ma1kel](#) on Tue, 01 Nov 2005 19:33:21 GMT

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Same Renguard error with XWIS, posted it in the RenGuard Client sub-forum.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Tue, 01 Nov 2005 19:57:30 GMT
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Ma1kel wrote on Tue, 01 November 2005 14:33 Same Renguard error with XWIS, posted it in the RenGuard Client sub-forum.

Silent Kane quoteth: <@Silent_Kane> RG is fux right now

watch the RG client side forum boards for help!

Subject: Re: EA Partners with XWIS Community Service
Posted by [TTHERO](#) on Tue, 01 Nov 2005 20:49:43 GMT
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omg nooo xwis really sucks i used it b4 and i dont wanna use it again!! whats the point! i really dont see...Wol is soo much better then xwis or gayspy

Subject: Re: EA Partners with XWIS Community Service
Posted by [xpontius](#) on Tue, 01 Nov 2005 21:43:43 GMT
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Yay, wol is down and xwis is desolate wasteland....whats all this about stuff in a week, im all about the gameplay. (btw I dont have time to read 11 pages of stuff this is just a quick look)

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Tue, 01 Nov 2005 21:59:00 GMT
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Stop acting like retards, I think it's just a normal WOL fall-out, XWIS itself still got the NAT problem.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 01 Nov 2005 22:25:31 GMT
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Kytten9 wrote on Tue, 01 November 2005 13:48 Olaf said not this week.....good luck on getting any information more than that out of him....
That's because there's not more to tell. The date hasn't been decided yet.
I've no idea what empathy means.

Anyway, Red Alert 2 and Yuri's Revenge are also down, so you're not alone.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Tue, 01 Nov 2005 22:47:37 GMT
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www.dictionary.com

Subject: Re: EA Partners with XWIS Community Service
Posted by [extreme_sol](#) on Tue, 01 Nov 2005 22:49:29 GMT
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if you want to just play renegade now until WOL is up or xwis is sorted go to
http://forum.non00bs.net//index.php?act=ST&f=41&t=41_13&st=0#entry39914

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Tue, 01 Nov 2005 22:59:32 GMT
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Olaf van der Spek wrote on Tue, 01 November 2005 17:25Kytten9 wrote on Tue, 01 November 2005 13:48Olaf said not this week.....good luck on getting any information more than that out of him....

That's because there's not more to tell. The date hasn't been decided yet.
I've no idea what empathy means.

Anyway, Red Alert 2 and Yuri's Revenge are also down, so you're not alone.

empathy means to show a little understanding that our favourite game is being reemed into the ground in a combined effort by EA and XWIS.....If you had said: "Not this week, I am sorry this is not very informative, but I know no more than this, as soon as I do I will post again. Thank you for your continued patience." I would not have flamed you! Empathy is consideration of others and the fact that people do NOT like being kept in the dark as to the current situation. Just telling people not this week is not a very good service or attitude...can't wait to see if it improves or not when the change over does happen. But since you are going to get Renegade (as well as YR and Red Alert) I hope you will show a little more professionalism!

I'm not asking too much, just keep us informed please, no vague posts and no continued posts of "Still not gonna happen" because we can figure that out for ourselves!

Thanks!

Subject: Re: EA Partners with XWIS Community Service
Posted by [brad15401](#) on Tue, 01 Nov 2005 23:08:31 GMT
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XWIS sucks im srry but new wol thingy is gay wol was fine im so mad at ea and so are my other

50-70 friends that play ren crimson plz tell ea that this is just stupid so if there tryin to save money...they just lost alotof people i want wol wol wol wol wol wol wol wol wol plz give some/alot of negative input on xwis ty

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Tue, 01 Nov 2005 23:12:31 GMT
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You know there's this thing called spelling and grammar. Research it.

Subject: Re: EA Partners with XWIS Community Service
Posted by [nastorm](#) on Tue, 01 Nov 2005 23:36:03 GMT
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okay so I just read over 12 odd pages about this and some of the info is a little garbled in stupid comments by people who I agree need to learn about grammer and spelling.

Anyways, from what I've gathered so far EA is passing off WOL to XWIS sometime soon, but the date hasn't been given? This a behind the scenes effort and for the most part will go un-noticed? There will finally be a working ladder and I'm going to assume this is for clans as well as individuals. The lack of FDS serials will be solved and it seems to me like this will be similar to GSA except it will all be done through something of a WOL mask. I've never used XWIS since I never wanted to go out of my way to get into a game of Ren and from the sounds of it I won't have to. I agree EA is blowing us off but I don't understand why some people think this will be a bad thing.

I'm trying to assure people that this is a good thing and to keep tabs on the development and I was just hoping I could get a few facts straightened out so I don't give anyone the wrong info. Also WOL is down and it's unrelated to XWIS? Has EA dropped it hoping XWIS would pick it up sooner than they were ready or is this just another one of WOL's naps? I know all the info is in the 12 pages but it's really hard to decipher it from a lot of spam and off topic comments.

Oh and I didn't notice but is there a forum or web site for Strike Team so I can keep a closer watch on things?

Subject: Re: EA Partners with XWIS Community Service
Posted by [rm5248](#) on Wed, 02 Nov 2005 02:24:55 GMT
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<http://strike-team.net/nuke/html/index.php>

Subject: Re: EA Partners with XWIS Community Service

Posted by [nastorm](#) on Wed, 02 Nov 2005 03:33:53 GMT

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thanks for the link, may help answer some questions.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Wyld1USA](#) on Wed, 02 Nov 2005 03:38:05 GMT

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I think that we all miss WOL, but don't really know what is going on. Guess what, we get to deal with it.

I am Sorry most everyone seems to have an issue with XWIS, but I see a group that is willing to keep one of our favorite games alive and going. With EA dropping us we would be on our own without XWIS. Maybe BHS would jump in and support it if that happened, but who really knows. We need to be nice to those trying to help and be patient.

You can still play. I was on most of the day via XFIRE and Gamespy playing on n00bless All Out War server even with the problems I was having.

If anyone has something of fact on why WOL is down, it would be nice to hear, otherwise we get to chill.

Subject: Re: EA Partners with XWIS Community Service

Posted by [dammagic](#) on Wed, 02 Nov 2005 05:02:29 GMT

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It's just a little convenient that WOL goes down the first day of November, as well as all of westwood's subdomains. This time someone didn't trip over the cord on their way to their office.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Wed, 02 Nov 2005 06:22:24 GMT

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Please continue to reference http://www.renegadewiki.com/index.php?title=XWIS_Transition_FAQ for information about the XWIS transition as we have it. There is no reason to believe this outage has anything to do with XWIS at all.

Subject: Re: EA Partners with XWIS Community Service

Posted by [nastorm](#) on Wed, 02 Nov 2005 06:43:16 GMT

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I just started checking out Renegadewiki and I've referred people to that for their information on it and I've told them to register on Strike Team's forums for more info. Unfortunately the security code image isn't loading so I can't register just yet. Hopefully they'll have that fixed soon

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Wed, 02 Nov 2005 06:56:59 GMT
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dammagic wrote on Wed, 02 November 2005 00:02It's just a little convenient that WOL goes down the first day of November, as well as all of westwood's subdomains. This time someone didn't trip over the cord on their way to their office.
Which domains are down?

Subject: Re: EA Partners with XWIS Community Service
Posted by [JPNOD](#) on Wed, 02 Nov 2005 13:10:44 GMT
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hmm well, it is kinda strange that it is the first and seeing that the 3rd they got a surprise for us. I can't page ladder sites, clan sites anything.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Wed, 02 Nov 2005 14:10:22 GMT
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The wiki? Soony's strategy guides are good *evil laugh*

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Wed, 02 Nov 2005 17:24:47 GMT
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Olaf van der Spek wrote on Wed, 02 November 2005 00:56dammagic wrote on Wed, 02 November 2005 00:02It's just a little convenient that WOL goes down the first day of November, as well as all of westwood's subdomains. This time someone didn't trip over the cord on their way to their office.
Which domains are down?

legacy.westwood.com (also includes wol01, games, games2, servserv since they all point to the same IP)
renchat2.westwood.com
renchat4.westwood.com
irca/irc.westwood - whichever isn't pointed to XWIS

It almost looks like a network issue when you run a traceroute on legacy since it says destination address unavailable, but it's just a little too strange that all of Westwood's subdomains are out and that it happened before 4AM PST yesterday and it's still not been fixed. My two sense anyway.

Subject: Re: EA Partners with XWIS Community Service

Posted by [RTsa](#) on Wed, 02 Nov 2005 17:45:55 GMT

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WOL is back online now.

edit: it's very very slow...

Subject: Re: EA Partners with XWIS Community Service

Posted by [Ma1kel](#) on Wed, 02 Nov 2005 17:47:02 GMT

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It's getting back up.. but on a strange matter.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Olaf van der Spek](#) on Wed, 02 Nov 2005 18:17:01 GMT

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dammagic wrote on Wed, 02 November 2005 12:24It almost looks like a network issue when you run a traceroute on legacy since it says destination address unavailable, but it's just a little too strange that all of Westwood's subdomains are out and that it happened before 4AM PST yesterday and it's still not been fixed. My two sense anyway.
It's indeed a network issue.

Subject: Re: EA Partners with XWIS Community Service

Posted by [luv2pb](#) on Wed, 02 Nov 2005 18:23:35 GMT

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brad15401 wrote on Tue, 01 November 2005 18:08XWIS sucks im srry but new wol thingy is gay wol was fine im so mad at ea and so are my other 50-70 friends that play ren crimson plz tell ea that this is just stupid so if there tryin to save money...they just lost alotof people i want wol wol wol wol wol wol wol plz give some/alot of negative input on xwis ty
What makes XWis suck? Please fill us in ...

WOL is not fine. It's unreliable, slow, full of bugs, glithes and exploits, and is in no way shape or form maintained/upgraded/supported.

You wont even know the difference between WOL and XWIS when the change happens. From a

pure player stand point nothing changes. You join and play just like normal. So if you leave because of the switch then you you will be the only one but also moron. Oh and if EA cared about losing people they wouldn't be shutting WOL down in the first place. On the other hand it opens up news doors for us admins and BHS to offer you a better game than ever before ... but your leaving so that doesn't matter to you. Bye

Subject: Re: EA Partners with XWIS Community Service
Posted by [nastorm](#) on Wed, 02 Nov 2005 18:44:56 GMT
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DJM wrote on Wed, 02 November 2005 09:10The wiki? Soony's strategy guides are good *evil laugh*

yup you got it

it's great so far and all I have to do is direct people there and it gets them off my back. I haven't had a chance to read over the strategy guides yet. I'll get onto that

Subject: Re: EA Partners with XWIS Community Service
Posted by [Dave Mason](#) on Wed, 02 Nov 2005 18:46:22 GMT
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nastorm wrote on Wed, 02 November 2005 18:44DJM wrote on Wed, 02 November 2005 09:10The wiki? Soony's strategy guides are good *evil laugh*

yup you got it

it's great so far and all I have to do is direct people there and it gets them off my back. I haven't had a chance to read over the strategy guides yet. I'll get onto that

You missed my point.

Subject: Re: EA Partners with XWIS Community Service
Posted by [nastorm](#) on Wed, 02 Nov 2005 18:57:23 GMT
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apparently I did, thought you were refering to the typo

Subject: Re: EA Partners with XWIS Community Service
Posted by [Xtrm2Matt](#) on Wed, 02 Nov 2005 19:51:50 GMT
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There are, however, several people who don't want to see this change happen, so we can also expect that these individuals will exert their will towards XWIS in the form of DDoS attacks. If this happens, we hope that you will be patient and come back to playing Renegade if you get frustrated.

--^ Lmao.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Blazer](#) on Wed, 02 Nov 2005 23:21:11 GMT

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DDOS-ing XWIS will be a futile thing to do. Futile in that once the switch over happens, its DONE. No amount of attacking the XWIS servers is going to make EA change their mind and move things back to the old WOL. The old WOL is ancient and unsupported, which is why they (EA) are letting someone take it over with something new and supported. I can see nothing to gain by attacking it except to keep everyone from playing Renegade, RA, and the other games that are there.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Nightma12](#) on Fri, 04 Nov 2005 20:12:02 GMT

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what day will this be happening?

Subject: Re: EA Partners with XWIS Community Service
Posted by [light](#) on Fri, 04 Nov 2005 22:50:08 GMT

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This is 100% unofficial but:

I am behind a NAT router, and I was able to connect to XWIS, and play in RedPixie, XpHaZe and RenMasters servers. (Their pings all showed as 0 on the server list however)

I suggest other people try.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kytten9](#) on Fri, 04 Nov 2005 23:08:03 GMT

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Blazer wrote on Wed, 02 November 2005 18:21DDOS-ing XWIS will be a futile thing to do. Futile in that once the switch over happens, its DONE. No amount of attacking the XWIS servers is going to make EA change their mind and move things back to the old WOL. The old WOL is ancient and unsupported, which is why they (EA) are letting someone take it over with something

new and supported. I can see nothing to gain by attacking it except to keep everyone from playing Renegade, RA, and the other games that are there.

While Olaf and I haven't been getting on very well on these forum boards, respect the fact that these people are willing and able to take this game into their own hands and actually support, update and create features to expand the game play environment. I totally agree with Blazer, on a side note, anyone planning to or actually do a DDOS attack on XWIS needs to get a life, a day job or a girlfriend and get laid....do something that doesn't piss off the people I am assuming they are protesting in favour of! Because we all know that makes sense. Boycotts suck!

Subject: Re: EA Partners with XWIS Community Service
Posted by [TD](#) on Fri, 04 Nov 2005 23:35:49 GMT

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With a little trick, you can bypass the router bug.

+ILL+ Marathon should work for those with NAT problems now..

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Fri, 04 Nov 2005 23:45:15 GMT

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TD wrote on Fri, 04 November 2005 17:35 With a little trick, you can bypass the router bug.

+ILL+ Marathon should work for those with NAT problems now..
Perhaps you could be nice enough to explain?

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Sat, 05 Nov 2005 06:13:47 GMT

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The NAT problem is partly fixed on XWISC. To host through a router or network set your gameport and port to zero. Set your gamespyqueryport to 25300. This successfully allows players to join your channel regardless what hardware they are connecting to the internet through. Setting a port causes the negotiation issue, rather odd, but whatever.

Subject: Re: EA Partners with XWIS Community Service
Posted by [JPNOD](#) on Sat, 05 Nov 2005 08:50:33 GMT

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dammagic wrote on Sat, 05 November 2005 01:13The NAT problem is partly fixed on XWISC. To host through a router or network set your gameport and port to zero. Set your gamespyqueryport to 25300. This successfully allows players to join your channel regardless what hardware they are connecting to the internet through. Setting a port causes the negotiation issue, rather odd, but whatever.

bump

If this is the case for all servers, then that's great

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Sat, 05 Nov 2005 11:10:58 GMT
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Yeah, but most of us need a port set, for WOLSpy, renIP, etc...

Subject: Re: EA Partners with XWIS Community Service
Posted by [Jellybe4n](#) on Sat, 05 Nov 2005 20:31:57 GMT
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One question I have which I only just thought of, will xwis have U.S servers and Euro servers like WOL does now, or will it all just be one big server list ?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Sat, 05 Nov 2005 20:48:31 GMT
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One big server sounds fine.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Jellybe4n](#) on Sat, 05 Nov 2005 21:09:13 GMT
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Cool

Subject: Re: EA Partners with XWIS Community Service
Posted by [Jellybe4n](#) on Sun, 06 Nov 2005 23:56:23 GMT

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When a player gets kicked from a server, or RG is down and that player has been forcerg'd in the past and gets kicked, they cant rejoin the server, !allow doesnt work. Its like a !kick , but allow doesnt allow them back in, we have had lost of players having this currently while the sever is on xwis, does xwis operate differently regarding how kicks are handled and the time it takes to be allowed back in the server ?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Mon, 07 Nov 2005 00:49:02 GMT

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Perhaps XWIS isn't coded to allow servers to unban (mode -b) someone...

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Mon, 07 Nov 2005 03:49:54 GMT

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DamMaGiC says:

is there a way to allow a player after they have been kicked on the renegade xwisc server, the standard allow cmd is not working

Olaf van der Spek says:

Not yet.

Subject: Re: EA Partners with XWIS Community Service
Posted by [light](#) on Mon, 07 Nov 2005 05:05:09 GMT

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dammagic wrote on Mon, 07 November 2005 16:49DamMaGiC says:

is there a way to allow a player after they have been kicked on the renegade xwisc server, the standard allow cmd is not working

Olaf van der Spek says:

Not yet.

This needs to be addressed, but the "yet" makes me think something is being done

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Mon, 07 Nov 2005 11:25:12 GMT

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Don't ever doubt that something will be done. The point of XWIS taking over is that they CAN fix things that don't work. You have to get out of the mentality with WOL where we are stuck with

what we have.

Subject: Re: EA Partners with XWIS Community Service
Posted by [omega79](#) on Mon, 07 Nov 2005 12:47:55 GMT
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any idea when all renegade players will be redirected to xwis ?

cuz if i enter wol now its damned slow, and if i enter the xwis serverlist there no players online

Subject: Re: EA Partners with XWIS Community Service
Posted by [RTsa](#) on Mon, 07 Nov 2005 13:27:27 GMT
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Any news as to when it's planned to happen would be good. Though I suppose we'd know if they knew, but what I know for sure is they're working on it

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Mon, 07 Nov 2005 16:58:07 GMT
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There are 61 players online for Renegade.

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Mon, 07 Nov 2005 18:05:43 GMT
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Crimson wrote on Mon, 07 November 2005 05:25 Don't ever doubt that something will be done. The point of XWIS taking over is that they CAN fix things that don't work. You have to get out of the mentality with WOL where we are stuck with what we have.

That was the point I was trying to get across...

Regarding the blank lobby, I think that is also confusing players. After you login one time, say to the renchat4.westwood.com server, you will see the full MOTD, the next time you login your only see the part about EA support etc.

When you login XWIS the first time you see how many players are connected and all that other good stuff. The second time there is no MOTD or anything, which means it does not tell people their password is invalid. They just think there are no servers online and that no one is on XWIS yet because all they see is a blank lobby. This is something else that needs to be addressed before the switch takes place or quite a few people are going to think that everyone left.

This is all assuming they don't restart Renegade, just disconnecting and reconnecting.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Mon, 07 Nov 2005 18:46:42 GMT
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How does a password become invalid during reconnecting?

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Mon, 07 Nov 2005 20:56:04 GMT
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First they connect to WOL to find out WOL is still having connection problems. Then maybe they go and find that XWIS tool and attempt to connect to XWIS. Someone has already registered their nickname or they registered it in the past and are using the wrong password. They don't think this is the problem though because it's just an empty lobby....

Once the redirect is complete this will be less of a problem, but until everyone figures out that an empty lobby means invalid password quite a few people will be confused.

Subject: Re: EA Partners with XWIS Community Service
Posted by [rm5248](#) on Mon, 07 Nov 2005 23:49:26 GMT
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Dude, you log into XWIS using your WOL nick. You don't register again.

Subject: Re: EA Partners with XWIS Community Service
Posted by [dammagic](#) on Tue, 08 Nov 2005 06:08:28 GMT
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Try re-reading what I said.

And, what's up with the XWISC server dieing every night approximately 5 minutes after midnight CST? I don't know if this causes issues on the RA2 servers, but when that happens all players get disconnected since the game server has to communicate with the quickmatch bot and that it stays loaded on the IRC.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Olaf van der Spek](#) on Tue, 08 Nov 2005 06:59:45 GMT

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What time GMT/UTC is that?

Subject: Re: EA Partners with XWIS Community Service
Posted by [Kanezor](#) on Tue, 08 Nov 2005 07:19:36 GMT

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CST is GMT-05:00

Subject: Re: EA Partners with XWIS Community Service
Posted by [Goztow](#) on Tue, 08 Nov 2005 07:55:24 GMT

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How many nicks can one person register at xwis? I heard people saying to me that they couldn't register more than three (after that they just get a list of their nicks in a message, saying to use those.

Is this related to their IP? Cause I could register more.

Subject: Re: EA Partners with XWIS Community Service
Posted by [TD](#) on Tue, 08 Nov 2005 09:50:03 GMT

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You can only register 3 serials per nick, if you have any other C&C Games which use WOL, then you can register 3 more every game...

Subject: Re: EA Partners with XWIS Community Service
Posted by [omega79](#) on Tue, 08 Nov 2005 10:46:37 GMT

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if i am connected to xwis i cant play on every server
i am just able to connect to a couple of servers, and the worst is that i dont like those servers

for the most servers renny says that it is negotiating ports and after a while it gets a time out
never had such problems with wol ... hope that gets better.

now i only can play on ase

Subject: Re: EA Partners with XWIS Community Service

Posted by [JPNOD](#) on Tue, 08 Nov 2005 13:48:19 GMT

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Yes, I have the same questions bassicly.

- how many nicks can I use with my (Original Renegade cd and serial.)+ my IP.
- Is it possible that someone could be using my nick but with another pw'd? or will he see that it's already registerd.
- Why did the Green ping's change to Red/Yellow all of a sudden (Not that it's that important but anyways).

Other then that I like the Mod too, and so far I think XWIS is pretty smooth, I know it's not all done yet. But it's smooth so far.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Ma1kel](#) on Tue, 08 Nov 2005 14:14:23 GMT

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No Goztow...I was able to "register" a name just by making up a new name and a new password in the login box in Renegade itself. I've heard that someone registered 25 nicks this way.

Subject: Re: EA Partners with XWIS Community Service

Posted by [rm5248](#) on Tue, 08 Nov 2005 14:41:22 GMT

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JPNOD wrote on Tue, 08 November 2005 07:48

- Is it possible that someone could be using my nick but with another pw'd? or will he see that it's already registerd.

You don't register your nickname again with XWIS. The XWIS servers use the same database as the WOL servers. So if you register a nick through WOL, you don't have to register it with XWIS because it's already registered.

Subject: Re: EA Partners with XWIS Community Service

Posted by [dammagic](#) on Tue, 08 Nov 2005 14:44:03 GMT

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No wonder you didn't understand what I said. Nicknames don't transfer over. You register a nickname by being the first one to login with it on the XWIS server. If someone logs in with it before you do, it's their nick now with the password they logged in with.

Subject: Re: EA Partners with XWIS Community Service
Posted by [rm5248](#) on Tue, 08 Nov 2005 15:07:30 GMT
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dammagic wrote on Tue, 08 November 2005 08:44No wonder you didn't understand what I said. Nicknames don't transfer over. You register a nickname by being the first one to login with it on the XWIS server. If someone logs in with it before you do, it's their nick now with the password they logged in with.

But you first have to register a nick with WOL so that it will show up in-game. Unless you connect with an IP tool or something like that.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Tue, 08 Nov 2005 15:07:53 GMT
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Yea, the what transferred is is the login information to WOL, it isn't already registered.

Subject: Re: EA Partners with XWIS Community Service
Posted by [luv2pb](#) on Tue, 08 Nov 2005 15:09:18 GMT
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Ok so I'm confused. We have a bunch of people saying that when you log into XWIS for the first time you create your account on the XWIS database. Then we have another bunch saying that your not creating anything that XWIS is using WOLs database. Which is it???

Subject: Re: EA Partners with XWIS Community Service
Posted by [rm5248](#) on Tue, 08 Nov 2005 15:12:56 GMT
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Quote:- How do I create a nickname for XWIS

Registering a nickname on XWIS is as simple as logging in.

Simply connect to XWIS, and login with your desired username and password. Once you have logged in that nickname is registered for you. You can register up to 3 XWIS usernames in this way.

Tip : to avoid automatically logging in with a WOL nickname that you do not wish to register on XWIS first go to "My information" and uncheck the option to automatically login with that account before you press "custom game" for XWIS.

Subject: Re: EA Partners with XWIS Community Service

Posted by [omega79](#) on Tue, 08 Nov 2005 16:16:56 GMT

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as far as i know everything will be transfered ... even the nicknames

Subject: Re: EA Partners with XWIS Community Service

Posted by [JPNOD](#) on Tue, 08 Nov 2005 16:41:47 GMT

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omega79 wrote on Tue, 08 November 2005 11:16as far as i know everything will be transfered ... even the nicknames

source??

Subject: Re: EA Partners with XWIS Community Service

Posted by [luv2pb](#) on Tue, 08 Nov 2005 18:19:11 GMT

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omega79 wrote on Tue, 08 November 2005 11:16as far as i know everything will be transfered ... even the nicknames

well you appear to be wrong. rm5248 who did that quote come from?

Subject: Re: EA Partners with XWIS Community Service

Posted by [Crimson](#) on Tue, 08 Nov 2005 18:33:36 GMT

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The WOL database is NOT being given to XWIS/Strike Team. When you log into XWIS, your nickname and password are registered on that system.

Subject: Re: EA Partners with XWIS Community Service

Posted by [omega79](#) on Wed, 09 Nov 2005 09:00:27 GMT

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the source is someone from the xwis chat ... forgot the nick.

but i can be happy, i have my nick registered since ages

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Wed, 09 Nov 2005 09:01:51 GMT

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Crimson wrote on Tue, 08 November 2005 13:33The WOL database is NOT being given to XWIS/Strike Team. When you log into XWIS, your nickname and password are registered on that system.

Remains my question: how many can you register? Some have been able to register 25, others say they can only register 3...

Subject: Re: EA Partners with XWIS Community Service
Posted by [Crimson](#) on Wed, 09 Nov 2005 09:08:16 GMT

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Goztow wrote on Wed, 09 November 2005 02:01Crimson wrote on Tue, 08 November 2005 13:33The WOL database is NOT being given to XWIS/Strike Team. When you log into XWIS, your nickname and password are registered on that system.

Remains my question: how many can you register? Some have been able to register 25, others say they can only register 3...

To the best of my knowledge you are limited to 3 per serial. The problem is that the XWIS software doesn't provide any useful feedback when you're registering these nicknames so you don't know if it's successful or not until you try.

Subject: Re: EA Partners with XWIS Community Service
Posted by [light](#) on Wed, 09 Nov 2005 09:21:45 GMT

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I tried to login with a nick i thought I had registered (but I could be wrong) and I got a dialog saying nick was invalid, listing me my available nicknames. (About 8 nicks, not 3)

Now, I have a question:

I registered a nick for a friend, as his net isn't working properly at the moment, but his nick showed up as one of my options.

Will he be able to use that nick, or is it tied to my serial? (He knows the pass, so he should be able to login fine once his net gets fixed)

Any guidance would be appreciated.

Subject: Re: EA Partners with XWIS Community Service
Posted by [ssptweek](#) on Wed, 09 Nov 2005 09:29:16 GMT

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It should work fine. As far as i know, it goes 3 nicks per serial, but anyone can use the nick as long as they have the password.

Subject: Re: EA Partners with XWIS Community Service

Posted by [light](#) on Wed, 09 Nov 2005 09:48:55 GMT

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ssptweek wrote on Wed, 09 November 2005 22:29It should work fine. As far as i know, it goes 3 nicks per serial, but anyone can use the nick as long as they have the password.

Thats good to know, now, can anyone explain why I was listed about 8 nicks I am allowed to use? Did I register before securities were put in place?

Subject: Re: EA Partners with XWIS Community Service

Posted by [Goztow](#) on Wed, 09 Nov 2005 10:12:22 GMT

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light wrote on Wed, 09 November 2005 04:48ssptweek wrote on Wed, 09 November 2005 22:29It should work fine. As far as i know, it goes 3 nicks per serial, but anyone can use the nick as long as they have the password.

Thats good to know, now, can anyone explain why I was listed about 8 nicks I am allowed to use? Did I register before securities were put in place?

Yeah, I have the same impression: the security has just been instored and the ones who have more, took them before the security was put into place .

I'm pretty sure it would be good to reconsider these 3 nicks per serial though :-S. For exemple: one nick for my clan's snipe renegade clan, one for my AOW Renegade clan and one to run a server. What if I want to run more than one server? What if I forget the password of one of my nicks? Also i like to reserve my nickname Goztow with 0's in place, to avoid copycats (yes, popularity problems).

It might be a good thing to do at the start as Xwis proolly noticed many people registering all kinds of nicks that will never be used. But wouldn't it be more helpful to let people register the nicks they want and free the nicks after 3 months of non-use? Would also help the a00000 - nicks come clear when someone owns lots of them.

just a thought .

Subject: Re: EA Partners with XWIS Community Service

Posted by [luv2pb](#) on Wed, 09 Nov 2005 18:25:00 GMT

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I registered mine and my 4 buddies accounts (1 right after another) so they didn't get grabbed last

week and it didn't give me any problems.

In the event that it is the case (as I suspect) that you can register as many as you want this brings up a serious problem that is already effecting some servers like Jelly. I will get into that in a more private forum as to not give any ideas.

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sat, 12 Nov 2005 03:44:29 GMT
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unable to login to the WOL server at all

Subject: Re: EA Partners with XWIS Community Service
Posted by [xptek](#) on Sun, 13 Nov 2005 02:34:42 GMT
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Olaf Van Drekenprek fails.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Ma1kel](#) on Sun, 13 Nov 2005 13:19:58 GMT
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Is it me or does it takes AGES for XWIS to disconnect a ghost?

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sun, 13 Nov 2005 17:22:50 GMT
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Ok, XWIS worked fine yesterday, and I must say the lag has really gone done

BUT, now its says my serial is invalid

Subject: Re: EA Partners with XWIS Community Service
Posted by [trooprm02](#) on Sun, 13 Nov 2005 17:34:12 GMT
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HUGE PROBELM NOW!

Ok, so I logged on to my trooprm02 account, everything worked fine,(I got a list of servers etc), BUT then I let my bro go on his trooprmJR account, and it said "serial has been marked invalid!"!!!!!!!!!!!!!!

So I switch back, and I'm unable to login on my troopr02 account!

Subject: Re: EA Partners with XWIS Community Service
Posted by [Jellybe4n](#) on Sun, 13 Nov 2005 17:49:31 GMT

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Alot of players who play regular on my server are having the same problems.

Subject: Re: EA Partners with XWIS Community Service
Posted by [SuperTech](#) on Sun, 13 Nov 2005 21:41:16 GMT

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I've read through the replies and not sure why people view this as a bad thing. What I would like to see is a kick to the head for all cheaters. If you are caught cheating you get your serial banned, no questions asked. Or having a reporting system where a server operator does a !cheater nickname and when you get to 5 you get a boot to the head: never to be let onto WOL/XWIS again.

Subject: Re: EA Partners with XWIS Community Service
Posted by [Scythar](#) on Sun, 13 Nov 2005 22:31:04 GMT

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SuperTech wrote on Sun, 13 November 2005 16:41 Or having a reporting system where a server operator does a !cheater nickname and when you get to 5 you get a boot to the head: never to be let onto WOL/XWIS again.

Quickly registers 5 nicks and uses the !cheater command to ban all Renegade players.

Subject: Re: EA Partners with XWIS Community Service
Posted by [ghostSWT](#) on Sun, 13 Nov 2005 22:35:48 GMT

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SuperTech wrote on Sun, 13 November 2005 13:41 I've read through the replies and not sure why people view this as a bad thing. What I would like to see is a kick to the head for all cheaters. If you are caught cheating you get your serial banned, no questions asked. Or having a reporting system where a server operator does a !cheater nickname and when you get to 5 you get a boot to the head: never to be let onto WOL/XWIS again.

that is a good idea... NOT

Example: I have a server named "bla" you joined it, i don't like you, I type !cheater "you" and now you are baned from XWIS for me not liking you.

Example 2(happened to me): I was playing on a server a n00b joins and starts bi*ching that i have all the guns, server is modded and it's not hard to get all the guns. I explained to him how i got the guns, the mods 2 in-game tell him it's server mod not a cheat, he bi*ches some more and then leaves. Next day I join a server he was in and the owner was hes friend and i was baned for cheating on the other severe he saw me on. And I'm baned cause he was a n00b and didn't trust the 2 mods telling him it's not a cheat.

I'm against cheating and just as much against banning of players from XWIS entirely. I don't think a server owner can be trusted to XWIS ban anyone for any reason, SS and logs can be faked.

Subject: Re: EA Partners with XWIS Community Service

Posted by [Homey](#) on Sun, 13 Nov 2005 23:51:07 GMT

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ghostSWT wrote on Sun, 13 November 2005 17:35SuperTech wrote on Sun, 13 November 2005 13:41I've read through the replies and not sure why people view this as a bad thing. What I would like to see is a kick to the head for all cheaters. If you are caught cheating you get your serial banned, no questions asked. Or having a reporting system where a server operator does a !cheater nickname and when you get to 5 you get a boot to the head: never to be let onto WOL/XWIS again.

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I'm against cheating and just as much against banning of players from XWIS entirely. I don't think a server owner can be trusted to XWIS ban anyone for any reason, SS and logs can be faked. Correct. How many times out of ten is !forcerg used on an actual cheater, not just because a few n00bs can't handle getting owned? It'd be the same case.

Subject: Re: EA Partners with XWIS Community Service

Posted by [trooprm02](#) on Mon, 14 Nov 2005 02:02:22 GMT

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trooprm02 wrote on Sun, 13 November 2005 11:34HUGE PROBELM NOW!
Ok, so I logged on to my trooprm02 account, everything worked fine,(I got a list of servers etc), BUT then I let my bro go on his trooprmJR account, and it said "serial has been marked invalid!"!!!!!!!!!!!!!!

So I switch back, and I'm unable to login on my trooprm02 account!

^READ CAREFULLY

First off, my bro just started playing renegade yesterday (online anyway), and I was there and he didn't cheat! The other thing, My account worked (NOTE: WE HAVE THE SAME SERIAL!), so it is oviously not a cheating probelm

I really need Blazers or Crimsons help because I'm sure many people have talked to them about a similiar problem. Oh and its not cheating because the guy said some regulars, that means he knows them and they don't cheat! So other people are having the problem, the only question is how to fix it!

Subject: Re: EA Partners with XWIS Community Service

Posted by [Blazer](#) on Mon, 14 Nov 2005 02:16:56 GMT

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You need to post on the strike-team site, as BHS currently has no responsibilites or abilities to help you.

Subject: Re: EA Partners with XWIS Community Service

Posted by [trooprm02](#) on Mon, 14 Nov 2005 20:16:04 GMT

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Dang

Subject: Re: EA Partners with XWIS Community Service

Posted by [trooprm02](#) on Mon, 14 Nov 2005 20:18:22 GMT

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WAIT! YES YOU CAN!

Check to see wiether "trooprmJR" logged into renguard 2 days ago from the date of this post!

If you could provide this info to me, that could clear up any issue for XWIS to say that me/my bro were cheating!