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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.

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