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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.

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 dinner and a movie if you useless morons could get a girlfriend) that doesn't mean that the company has to spend the rest of your useless lives making sure the game runs as well as it did the day you bought it.

ok, now i hope i'm done responding to idiots. if you still can't grasp the meaning of "online content may change" and "you're not allowed to cuss in our game", then you really are as stupid and useless as i suspect you are and all i can do is hope that you never reproduce.

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.

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.

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)

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