
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.dbs 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.
