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Subject: Re: what do u think of xwis

Posted by [Goztow](#) on Sat, 26 Aug 2006 18:40:42 GMT

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Xwis has done a pretty good job at keeping the game up and running so far. If you post just after an offtime, then you basically are looking for people saying they suck. Well, I don't think they suck but I don't think everything goes 100 % well neather.

When WOL had an offtime back in the days, it would have taken MUCH longer before it was back. There was no communication at all: it worked or it didn't and when it didn't, it didn't - period.

Now I see people getting banned from xwis for doing really bad stuff, never seen that on WOL (at least not the last years, it proly did happen at the start). That's thanks to the agreement with BHS, ok but it does exist .

I think Xwis has a contract with EA which probably states that they have to keep Xwis as an exact copy of WOL. They probably don't have access to the update serevrs neather. Why? Simply because EA wants to prevent the game to be altered in a forced way.

There are always people who will not like changes made. For exemple: if BHS managed to get an official patch which everyone would have to download and they fixed walljump in it, you'd get a shitload of people coming here demanding to get walljump back, I'm sure of that.

Do you really think BHS could do much more than they do now if they got the WOL-deal? I think that their contract with EA wouldn't allow that. On top of that, it would probably mean even more delay on Renguard and Core patches, the "core business" of BHS at this moment.

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