
Subject: Re: a000 nick discussion redux

Posted by [Tiesto](#) on Wed, 18 Oct 2006 16:02:25 GMT

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Merovingian wrote on Tue, 17 October 2006 19:50Acey#GW wrote on Tue, 17 October 2006 17:08Well thats funny, if the buddy system actually worked no one would have brought it up. Its riddled with errors, i can only use it to find out where my buddies are, then join throught advanced game listings.

Plus the fact GSA is never down for maintenance....or never down for days without an explanation.

The Buddy list always worked when WOL was owned by Westwood, it has never worked with XWIS, along with the invite, they don't work properly either.

And GSA has been going for how long? Just think... XWIS has only been up, and taken over from WWS/WOL for about 6-12 months, there are bound to be downtimes.

GSA probaly has more servers than XWIS, so they can send the "payload" of players to those while they maintain their other servers.

That does not matter, i bet the buddylist etc works on red alert 2 and YR. They deliver a piss poor service. We know we are at the bottom of the pile when it comes to priority. The XWIS thing is so very basic. In the whole time it has been running, you would expect improvements to be made, and i have seen no evidence of any improvement. Besides, i find the GSA player name alot more flexible.