Subject: Re: MP games like renegade?
Posted by EvilWhiteDragon on Tue, 22 Apr 2008 06:55:10 GMT
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One Winged Angel wrote on Mon, 21 April 2008 16:49EvilWhiteDragon wrote on Fri, 18 April 2008 16:13One Winged Angel wrote on Fri, 18 April 2008 13:34EvilWhiteDragon wrote on Wed, 16 April 2008 09:05In my opinion, Renegade doesn't need mods to survive. Hell, though mods are fun, it would be better if they didn't exsisted. This may sound weird, but take in to consideration that everyone that plays a mod:
1. has Renegade
2. does not actually play renegade.

for this reason we could argue that mods actually causes the community to split and thus will further increase the chancesof it dieing.

Note that I am not saying that the mods are bad or anything, they are surely enjoyable for one or two times (IMHO), but still...
Yeah well, to many people, Renegade is old news, the mods provide something new and fresh to bring the punters back to the community as well as spawn a load of new ones. I woudln't even class some of the mod as even part for the renegade community anymore since everything went standalone.
Even for the "standalone" stuff you still need a valid serial to play online by WOL, thus it is still not a standalone IMHO.
And as some people stated, they do not play ren anymore because they think a mod is better. While they are allowed to have their own opinions, it does make clear that the chances are that they would play ren, if it wasn't for some mod.
Thus we have to conclude that the mods do certainly have a negative effect on renegade.
You may argue about the size of the negative effect, but it is certainly there.
I agree, the negative effect is certainly there. Your sttement about needing WOL to connect is false, since everyone direct connects these days, which skips the verification, therefore you don't need a serial.
Perhaps everyone uses DC with some mods, but it is certainly not the only thing. I know for 100% sure that WOL/XWIS is still very much alive and being used. Our server for ex. only allows XWIS players to join, simply because only by XWIS serials can be validated. Without that validation it makes cheating so much easier, and you can wait till the day comes that cheaters find out that the mods are really totally defenceless against even the most stupid and simple kind of cheats: damage hacks.
With the serial validation you have at least 1 thing you can ban on for sure, and it won't change, or it won't change often.