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Subject: Re: OnLive is out

Posted by [R315r4z0r](#) on Sat, 20 Nov 2010 06:18:02 GMT

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The way I would think to explain it is that the game you are playing on is hosted on one server. All of the other people in the same game are also connecting to that server. There is no lag because all of the players are technically sharing the same client.

Basically, think of multiplayer matches sort of like giant LAN parties.

Glock wrote on Sat, 20 November 2010 01:17But.. what happens when you cancel your subscription. Lol, fuck onlive, seriously.

There is no subscription to cancel...

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