
Subject: in the event of WOL closing...
Posted by [reborn](#) on Mon, 13 Jun 2005 14:20:32 GMT
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If EA takes down WOL for renegade will BHS support it still?

And will you introduce a WOL clone? so thjat we can all still play renegade and host servers on it?

Will it have the same features? better features?

Subject: Re: in the event of WOL closing...
Posted by [WNxCABAL](#) on Mon, 13 Jun 2005 17:55:45 GMT
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yes, they are prepared for the worst.

Subject: Re: in the event of WOL closing...
Posted by [cmatt42](#) on Mon, 13 Jun 2005 18:59:23 GMT
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Reborn wrote on Mon, 13 June 2005 15:20And will you introduce a WOL clone? so thjat we can all still play renegade and host servers on it?

<http://strike-team.net/>

Subject: Re: in the event of WOL closing...
Posted by [Aircraftkiller](#) on Mon, 13 Jun 2005 19:37:14 GMT
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Olaf doesn't care about Renegade, and he has announced before that there's no plans to support Renegade. It simply does not have enough players to bother.

Subject: Re: in the event of WOL closing...
Posted by [reborn](#) on Mon, 13 Jun 2005 21:21:08 GMT
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cmatt42 wrote on Mon, 13 June 2005 14:59

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Yeah i know about that, thankyou anyway, but i prefer BHS and feel safer with there encryption on the serials. And is v00d00 helping BHS again?

Please a BHS staff member reply on this and whether or not you will create a WOL clone or something

Subject: Re: in the event of WOL closing...
Posted by [Crimson](#) on Mon, 13 Jun 2005 21:30:23 GMT
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We are prepared to take over WOL if needed. We don't really see that happening any time soon, though.

Subject: Re: in the event of WOL closing...
Posted by [cmatt42](#) on Tue, 14 Jun 2005 04:02:42 GMT
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Oh. Screw XWIS, then.

Subject: Re: in the event of WOL closing...
Posted by [theplague](#) on Wed, 15 Jun 2005 11:23:18 GMT
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WOOOOWOWOOOOOO go BHS... Go them how much is it gonna cost you guys? i mean it is like a 500ppl IRC server -_-
