
Subject: OnLive is out

Posted by [R315r4z0r](#) on Thu, 18 Nov 2010 06:03:50 GMT

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IGN reviews the new cloud-based gaming system, OnLive here:

<http://gear.ign.com/articles/113/1135364p1.html>

It's actually pretty cool. It's \$99 for the system and you are set. You just buy whatever games you want to play and you can access them were ever you can connect the console to a TV and have internet access.

The only things that would hold me back from buying one is that you have to have an internet connection in order to play (so if the internet goes down, you're out of luck) and that you don't get physical copies of the games you buy. But other than that, it sounds like a pretty nice alternative to shelling out for new consoles or PC hardware every month.

Subject: Re: OnLive is out

Posted by [Starbuzzz](#) on Thu, 18 Nov 2010 06:44:11 GMT

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So finally the game developers have got the best system to increase their profits. I have known this was gonna arrive for many years now. In a nutshell, you won't be able to resell your games. PERIOD. This way everyone will have to buy their own games in the NEW price. The loser is YOU. The winners are the game companies that will rake in the cash.

It's a good thing then that the games they come out with has been routinely shit (then again I am an early 90's pixel loving gamer who doesn't give a shit about "omg graphics!!!"). And I can also be glad I have a good physical collection of all the best games I have truly enjoyed over the past 16 years. These games can be played over and over by me as long as I have my current hardware setup (I just hope they won't change the voltage or the design of the wall socket). So I am all set.

I would think that overall generally, the cloud-based system, may lessen piracy if not wipe it out. I have no idea how the game data is handled but this is sort of like a "dumb terminal" where you use the hardware and have no control over the data? Not sure.

I think cloud-based delivery will also be the standard of the future and just as I thought, I am quiet sure that physical copies of games will no longer be made at some point. Good example is RA3 expansion which was "digital delivery" only. That kinda caught me out cold because I have the habit of wanting a physical copy of the game with box and manual.

Another good thing is that this is incredibly convenient. duh. I do think that as mentioned in the article, users would easily overstep their monthly ISP data caps. In my place here, Comcast has around 27GB per month limit. But with games that maybe be not enough especially if someone is playing many games.

It may take a while for the oldies to get used to but the younger generation of gamers will adapt and will find nothing wrong with this system.

But despite everything, the endgame of cloud-based delivery is basically maximization of profits for the game companies. You pay \$50 for a game and that's it. There will be no "used games" anymore to buy from anyone; you are gonna fork out a \$50 over and over again. I also don't see games depreciating in value as time goes on when it's delivery is controlled directly by the game makers. Unless they voluntarily change/lower the price, its still gonna be the original base price = more cash for the devs.

Subject: Re: OnLive is out

Posted by [GEORGE ZIMMER](#) on Thu, 18 Nov 2010 11:04:57 GMT

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Cloud gaming will be forced a LOT by the game industry due to it being heavily advantageous to game publishers (publishers, not developers), but I don't think many people will want it still

at least I hope not... it better fail

Subject: Re: OnLive is out

Posted by [R315r4z0r](#) on Thu, 18 Nov 2010 16:44:59 GMT

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Well.. something similar to this has been around for many years now and many people swear by it. It's called Steam for PC and Mac.

The only difference here is that not only does this console play PC games anywhere anytime, but it also plays PS3 and Xbox games as well. You can hook up any controller you want that has a USB port (you can even use keyboards and mice).

You're allowed to rent games for like \$3 as opposed to only being allowed to buy them. So there really shouldn't be an excuse to get stuck with bad games.

Personally, I don't like selling my games or systems unless I'm truly never going to touch them again. I'm always hearing friends of mine complain that they shouldn't have sold a game when something good happens and they want to play it again.

I do sell games on rare occasion, but when I do, I sell them in bulk.

I share your concern about this, Starbuzz, but a lot of people are really liking this system, especially because it is so cheap and it doesn't require a monthly fee. It will probably mostly appeal to steam users.

It would be cool if you could register physical games with the system, so when you buy a physical

copy of a game, you can register it with OnLive and then play it anywhere.

Subject: Re: OnLive is out

Posted by [Altzan](#) on Thu, 18 Nov 2010 17:02:31 GMT

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Developers will certainly go for Onlive, but I doubt they'll fully throw support to it since they'd lose a lot of customers who will stick with consoles. After all, the success of Onlive will mostly depend on whether or not many people use it.

I like the concept somewhat, but I'm not going to try it until I get an internet connection more stable.

I also hope they'll use the system later to provide streaming free game demos and such, that would be a great way to see how a game will play before or just after a release, apart from renting.

Subject: Re: OnLive is out

Posted by [trooprm02](#) on Thu, 18 Nov 2010 20:13:28 GMT

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Wait...you need to spend \$100 to get the hardware? The only reason I thought this had a chance of succeed was because you didn't need hardware, but only an OnLive account instead which you could access from any internet connected device (but ideally a windows PC) and could buy an electronic version of popular games for cheap....Anyway, now I think the concept was proven too hard so they took the easy way out and I doubt it will succeed.

Subject: Re: OnLive is out

Posted by [R315r4z0r](#) on Thu, 18 Nov 2010 22:40:43 GMT

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It's been known from the start that it was it's own console. They never said it wasn't.

However, originally there was an intended monthly fee for the service, but that was recently taken away. So the service is free to use, bar the price of games.

There are a couple things that I like about this cloud-based system.

One, there is instant recording capabilities. So if you're playing Crysis or something and want to record what you're about to do, there is a button on the controller that will let you do that. Then you can upload it and show it to other people. It's like having a built-in Fraps that doesn't slow down the game's performance.

Another thing is that there isn't any lag from player to player. Since the cloud is in one server, all

the individual players are technically playing on the same client. Therefore, there isn't any player-to-player lag issues in online games. It's like one really, really big LAN party.

Subject: Re: OnLive is out
Posted by [trooprm02](#) on Thu, 18 Nov 2010 23:32:30 GMT
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I don't want to have to use a controller...that's why I play on PC. If this would allow people to play Crysis on a netbook, cool. But now, I don't see a real value in it if game prices will be the same because steam will always offer a better service (not that I like steam either but).

Subject: Re: OnLive is out
Posted by [Altzan](#) on Fri, 19 Nov 2010 00:04:52 GMT
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trooprm02 wrote on Thu, 18 November 2010 17:32 I don't want to have to use a controller...that's why I play on PC.

Unless I'm mistaken...

R315r4z0r wrote on Thu, 18 November 2010 10:44 You can hook up any controller you want that has a USB port (you can even use keyboards and mice).

Subject: Re: OnLive is out
Posted by [Goztow](#) on Fri, 19 Nov 2010 07:35:24 GMT
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As far as I'm aware, there was a free software version for PC, and a paying console version for TV.

Subject: Re: OnLive is out
Posted by [JohnDoe](#) on Fri, 19 Nov 2010 20:32:48 GMT
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what does this device do

Subject: Re: OnLive is out
Posted by [Tunaman](#) on Fri, 19 Nov 2010 21:48:12 GMT

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last time I read about it, it sounded like a device that basically connects to a computer(through the net) that runs games and then streams whatever that computer renders to your device which then displays it on your screen.

If you've ever used remote desktop or VNC before its basically like that with video games.

Subject: Re: OnLive is out

Posted by [Gen_Blacky](#) on Fri, 19 Nov 2010 22:00:17 GMT

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JohnDoe wrote on Fri, 19 November 2010 14:32what does this device do

The Cloud computing is basically the web has the resources you want and all you have is a device with software that communicates with the cloud. So instead of having to save stuff on a hard drive or having to install a program would get everything from the cloud. So all the games you play on OnLive MicroConsole are ran on their servers.

On a related note

Amazon is providing free cloud space for a year. <http://aws.amazon.com/ec2/>

The only problem is the software they use is open source. I see problems in the future. I could go start up the same services if i had a server farm like amazon.

Subject: Re: OnLive is out

Posted by [JohnDoe](#) on Fri, 19 Nov 2010 22:23:16 GMT

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Tunaman wrote on Fri, 19 November 2010 15:48last time I read about it, it sounded like a device that basically connects to a computer(through the net) that runs games and then streams whatever that computer renders to your device which then displays it on your screen.

If you've ever used remote desktop or VNC before its basically like that with video games.

that makes my head explode...wouldnt that cause horrible lag?

Subject: Re: OnLive is out

Posted by [Hypnos](#) on Sat, 20 Nov 2010 01:29:35 GMT

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If it is exactly like Tunaman is saying, then it's going to cause considerable lag...

It's a nice concept.

Subject: Re: OnLive is out
Posted by [Tunaman](#) on Sat, 20 Nov 2010 04:35:12 GMT
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I don't know how they did it, but all of the reviews I've read about it say that there has been almost no lag. I'm not really sure how they've gotten around that, but its pretty cool.
I'm actually considering trying it.. its a pretty sweet idea.

Subject: Re: OnLive is out
Posted by [slosha](#) on Sat, 20 Nov 2010 06:17:21 GMT
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Okay since there is no monthly fee, I guesss, I say still: Fuck OnLive. I don't give a fuck about owning a physical copy mostly, as I buy games on Steam all the time, but I am against requiring an internet connection to play my games completely. I see this becoming a lot worse than how Sony and Microsoft already screw their users over already.

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...

Subject: Re: OnLive is out
Posted by [slosha](#) on Sat, 20 Nov 2010 06:25:29 GMT
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Gee, give me some time to edit.

Subject: Re: OnLive is out
Posted by [Goztow](#) on Sat, 20 Nov 2010 06:26:35 GMT
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If their machinesd are ok, there will never be SFPS lag but there could still be ping / kbps lag, to

explain it in Renegade terms .

The huge advantage is that you can play modern games on a 10 year old PC.

Subject: Re: OnLive is out

Posted by [Tunaman](#) on Sat, 20 Nov 2010 07:28:35 GMT

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R315r4z0r wrote on Sat, 20 November 2010 01:18: 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.

the lag would be from your input taking so long to be sent to the server, and then the corresponding wait for the video to stream back to you..

they weren't talking about the lag that you get between players because of distance from one another. the fact that you all play on the same server doesn't change anything about the latency between you and that server.

Subject: Re: OnLive is out

Posted by [JohnDoe](#) on Sat, 20 Nov 2010 07:54:53 GMT

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exactly...I know quake1 (not quakeworld) netcode works like that and its no problem as long as you only live like 200 miles away from the server, but that would mean you're only going to be able to play with people in your close vicinity..still making my head hurt

oh and aren't new games like super huge? does the thing have a hard drive?

Subject: Re: OnLive is out

Posted by [JohnDoe](#) on Sat, 20 Nov 2010 08:04:23 GMT

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k since im not as lazy as last night, here are some wikiquotes

Quote:The OnLive service will be hosted in five co-located North American data centers. Currently there are facilities in Santa Clara, California and Virginia, with additional facilities being set up in Dallas, Texas, as well as Illinois, and Georgia.[28][29] OnLive has stated that users must be located within 1,000 miles (1,600 km) of one of these to receive high quality service.[30][31][32]

Quote:The service requires a 5 Mbit/s Internet connection and is limited to the contiguous United States.

Quote:DigitalFoundry conducted tests on OnLive that showed latency was greater than that for a locally-installed game.[63] Best-case response times for button press to action was 10 frames or

150 ms, while other games ranged from 150 ms to 210 ms, and they noted that this would vary greatly depending on quality of connection to OnLive's servers. They also noted that such a response time "never meets anything like the claims made for it by company front-man Steve Perlman, on the record as describing end-to-end lag as being under 80 ms and 'usually... between 35-40 ms'.",[63] and that while this may not be a problem for slower-paced games, for faster-paced games, "it is most definitely not a replacement for the local experience".[64] Video quality was also analyzed with the finding that, owing to the use of video compression, "video quality is hugely variable in OnLive, ranging from very good to absolutely, diabolically dreadful. You will never get that disparity of performance on a local system",[64] with video quality best when there was little motion or change in picture.[64] Framerate and graphics quality was generally good, being comparable to the console versions of the games offered, but DigitalFoundry noted screen tearing due to the unlocked frame rate and the lack of full-screen anti-aliasing as mentioned by the developer briefing at GDC as being "mandatory".[64] In examining the value of the OnLive system, they noted that physical copies of games were often cheaper than those for use on OnLive, that OnLive's promise of better graphics quality than consoles counted for nothing if latency and video quality were inconsistent, and that the performance level could be "approximated or even exceeded" by purchasing an £80 graphics card bought for a computer that meets the minimum specification to use OnLive on a PC.

now it all makes sense

Subject: Re: OnLive is out
Posted by [Tunaman](#) on Sat, 20 Nov 2010 08:39:58 GMT
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yeah, I just downloaded and started playing some of the free trials(FEAR 2) and that's basically how my experience was.
The tearing kind of made me sick, if not for that the graphics would have been sweet for my computer(its 5 years old.. lol). The frame rate was kind of weird and freaked me out, if you turned around really fast it would take a second for it to update.
The controls were kind of sluggish but they weren't bad.

Subject: Re: OnLive is out
Posted by [nope.avi](#) on Sat, 20 Nov 2010 18:22:57 GMT
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Doubt this will take off. The lag is still ridiculous in FPS, plus if the company goes under you're out of all your games.

Subject: Re: OnLive is out
Posted by [InternetThug](#) on Sat, 20 Nov 2010 18:40:23 GMT

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i read a review about it like two weeks ago .. you can only run games on like the lowest graphics settings and shit plus you still pay normal prices like 60 bucks for full "access" to a game which just makes it so you can play it on your account and im not sure if this thing will even have multiplayer ... LOOKS LIKE A PIECE OF SHIT

Subject: Re: OnLive is out
Posted by [slosha](#) on Sat, 20 Nov 2010 21:26:45 GMT
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I sense this will turn out like APB, but even funnier.

Subject: Re: OnLive is out
Posted by [R315r4z0r](#) on Sun, 21 Nov 2010 03:53:30 GMT
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The review IGN gave spent a long time talking about the controller and they said that the controls were actually extremely responsive.

I haven't read any other reviews on it though, so I don't know the general opinion on it.

Subject: Re: OnLive is out
Posted by [Speedy059](#) on Mon, 22 Nov 2010 12:06:43 GMT
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I just paid \$400 for a new graphics card and another \$350 for a SSD to put a game or two on. No way in heck this silly cloud junk is going to match my local performance.

Sure, OnLive probably has some very impressive servers setup in these locations...however we are all at the mercy of our local ISP performance and routing, which will have a big impact on OnLive performances. I find it silly to even consider OnLine, I will only consider it once Google gives me 1Gbps internet connection.

Subject: Re: OnLive is out
Posted by [danpaul88](#) on Mon, 22 Nov 2010 17:04:02 GMT
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From the review I read it seems that the games actually run at very HIGH resolutions and if your internet connection is fast enough the picture you see will be HD quality. Sounds like the hardware and servers are pretty well designed, but the dependancy on a good, stable internet connection will likely ruin this for a lot of potential customers.

Personally I will stick with locally installed games, nothing worse than losing hours worth of progress in a game because a glitch in your internet connection caused you to get killed...

Oh, and it's USA only unless you want to lag like your on 56k!

Subject: Re: OnLive is out

Posted by [EvilWhiteDragon](#) on Mon, 22 Nov 2010 17:15:03 GMT

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danpaul88 wrote on Mon, 22 November 2010 18:04 From the review I read it seems that the games actually run at very HIGH resolutions and if your internet connection is fast enough the picture you see will be HD quality. Sounds like the hardware and servers are pretty well designed, but the dependancy on a good, stable internet connection will likely ruin this for a lot of potential customers.

Personally I will stick with locally installed games, nothing worse than losing hours worth of progress in a game because a glitch in your internet connection caused you to get killed...

Oh, and it's USA only unless you want to lag like your on 56k!
720p is also "HD"

And I think they are trying to organise EU servers, if they don't have them already.

Subject: Re: OnLive is out

Posted by [Tunaman](#) on Tue, 23 Nov 2010 04:23:28 GMT

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danpaul88 wrote on Mon, 22 November 2010 12:04

Oh, and it's USA only unless you want to lag like your on 56k!

It checks your net performance when you're joining and while you're playing so that you won't waste your time if you wouldn't have a playable experience.

Subject: Re: OnLive is out

Posted by [DutchNeon](#) on Tue, 23 Nov 2010 08:22:43 GMT

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R315r4z0r wrote on Thu, 18 November 2010 17:44 Well.. something similar to this has been around for many years now and many people swear by it. It's called Steam for PC and Mac.

However, Steam at least allows you to install the game on your own PC, and your PC determines

if you can play it. Even modding is still available.

It's somewhat whereas I believe in Steam, but not in this. Steam still distributes the software itself, and the game runs on your PC, and not on something else whereas it's streamed to your screen.

Subject: Re: OnLive is out
Posted by [ErroR](#) on Tue, 23 Nov 2010 13:44:16 GMT
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The console looks pretty cool, and the concept is great, also 100\$ is not that much, but the games are expensive! Maybe not for all of you, but here ~30\$ is kind of much. Besides i have enough games bought on steam already.

Subject: Re: OnLive is out
Posted by [R315r4z0r](#) on Tue, 23 Nov 2010 20:14:22 GMT
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DutchNeon wrote on Tue, 23 November 2010 03:22R315r4z0r wrote on Thu, 18 November 2010 17:44Well.. something similar to this has been around for many years now and many people swear by it. It's called Steam for PC and Mac.

However, Steam at least allows you to install the game on your own PC, and your PC determines if you can play it. Even modding is still available.

It's somewhat whereas I believe in Steam, but not in this. Steam still distributes the software itself, and the game runs on your PC, and not on something else whereas it's streamed to your screen. Tis why I said it was 'similar.'

Both services don't allow you ownership of physical copies of the game. Sure steam might give you the game's files, but

1. You have to have steam running (no steam-no game)
 2. You don't physically own th game disk.
-

Subject: Re: OnLive is out
Posted by [JohnDoe](#) on Wed, 24 Nov 2010 18:29:00 GMT
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Speedy059 wrote on Mon, 22 November 2010 06:06I just paid \$400 for a new graphics card and another \$350 for a SSD to put a game or two on. No way in heck this silly cloud junk is going to match my local performance.

well aren't you special

Subject: Re: OnLive is out
Posted by [Tunaman](#) on Wed, 24 Nov 2010 21:44:22 GMT
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Yeah... I don't think this service is for people who will spend almost \$800 for just parts of their gaming rig.
