EvilWhiteDragon wrote on Fri, 23 January 2009 04:29Crimson wrote on Thu, 22 January 2009 22:54If the idea of creating an alternative to XWIS was at all feasible, we'd already be doing it. It's not.
Crimson, the main reason you seem to disagree is because you like XWIS (perhaps because you're an admin there?). Technically we could code an XWIS server, and put the new ip/url in the TT client. Perhaps with an option to MANUALLY switch back to XWIS.
So it is certainly feasible.
Question is more how much time would it take to create such server, and would that delay TT in any way?

If the answer on the first is fast, and the answer on the second is little to nothing then we should at least consider it.

The last possible problem could be that setting up our own XWIS server would be that it would damage our (much needed) relations with EA. This would probably be the biggest problem, because we need EA to ship out the TT patch.

andr3w282 wrote on Fri, 23 January 2009 07:00DarkDemin wrote on Thu, 22 January 2009 23:56Crimson wrote on Thu, 22 January 2009 16:54If the idea of creating an alternative to XWIS was at all feasible, we'd already be doing it. It's not.

Who are you to say something like that? Why are you being such a defeatist about this? Someone like you should either whole-heartedly support this or just stay out of it. Even though developing this system so late in the games life is pretty much pointless why would you come out and be like that?
Maybe because she has a greater foundation and understanding of the current state of renegade, xwis, striketeam, and EA along with the rest of TT then you or majority of the people in this thread (myself included)?

Well , I will agree that she knows more about Striketeam and EA than me, but I do know she's wrong when she says it's not feasible. It certainly is possible, question is, at what cost?

...Maybe don't ship it with TT then because that would probably, like you said, kill our relations with EA...I'm with reborn here. I'd very much like to see this possibility for Total Conversion Mods since we have standalone games...but can't give out serials for XWIS thus relying on Direct Connect to connect to XWIS servers >.< Annoying! lol

EDIT: And also, create a tool that was mentioned in this thread that basically functions like WOLSpy - it forwards your server onto XWIS as well