Subject: Re: 'OnLive' could threaten Xbox, PS3, and Wii
Posted by EvilWhiteDragon on Thu, 02 Apr 2009 12:06:29 GMT
View Forum Message <> Reply to Message

Speedy059 wrote on Thu, 02 April 2009 13:07Actually after looking at the Demo it looks like you can rent a game for 5 days, or purchase it in full (digital copy).

I also forgot to think about another method of streaming multiplayer games, will they be hosting these large games or will they route game hosting for the players to host on their own connection like most multiplayer games? If so, I guess On Live might be successful....did not think about this scenario, as it probably seems the most realistic. Interested in seeing how the multiplayer games will work. I hope they don't try to host them...
Ideally they would host it, because that would mean the traffic stays on their own network. That way it *might* be possible, as you take away a lot of the lag you would otherwise get.