
Infinity Ward are as bad as Treyarch !

Posted by ORCA - 2009/10/20 19:31

I know thats a big statement, but... they have taken the dedicated server from the PC Folk !!!

Instead they have gone for the console match making crap. Left 4 Dead used this system and it was 50 - 50 whether you ended up in America playing with a ping of over 200 (used to be normal for Dazboy).

So they may have just completely killed off the multiplayer for MW2, thank you IW :angry:

Full Story

:army:

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Re:Infinity Ward are as bad as Treyarch !

Posted by El_Nino - 2009/10/20 19:47

That link doesnt work lee

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Re:Infinity Ward are as bad as Treyarch !

Posted by El_Nino - 2009/10/20 20:05

We're doing a lot on the backend to make the game accessible for everyone.

There is no delay for the PC version of MW2

There's prestige mode

Jason West at the MP event, said that he was dead on, on the matchmaking servers. We've been building a system on the backend called IW.NET.

You are completely reliant on IW.NET. There are no server lists. There are no dedicated servers.

You have private matches where you can customize the game

You cannot put MW2 on a dedicated server.

This is the first time we've ever done something like this and the team has huge plans for what IW.NET develops into.

Customizing your game...you have quite a few options in a private match

You're getting same game (as in Console), plus matchmaking and private match.

Server admin point-of view, NO DEDICATED SERVERS

I've summarized some of my own thoughts from the cast here:

General

IW partnering through Steam is what you will see in the future. Matchmaking is not through Steam, but IW.NET is run in conjunction with Steam.

GSP's will no longer be renting out servers.

No PunkBuster. VAC will be used as an anti cheat.

Retail distribution: Pre-orders will get a disk. Or you could order from Steam.

DLC may now need to be paid for - not confirmed.

Piracy was only a small reason for going to IW.NET - not the whole reason.

Clans:

No more clan servers. Private matches, replace clan servers.

Listen servers will connect to each other.

IW.NET/Steam will replace the community server admin

Competitive Gaming

Competitive gaming has changed as we know it.

It might be possible in the future for IW engineers to load a "competitive" setting on IW.NET, but it is far from a guarantee. It might also never happen.

Modding

Modding the game is now very much in question. Fourzerotwo had no info on modding. However, it appears that there will be no community mods or maps for MW2.

Modding in SpecOps? Unknown.

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Re:Infinity Ward are as bad as Treyarch !

Posted by kaTana - 2009/10/26 20:21

Hmmm, I'll let you guys buy it first then...I'll be playing Forza 3 until I get the verdict.

Matchmaking has been used on Xbox and is an absolute pile of shite. It WILL kill MW2 for us. Just keep your copy of MW installed as it probably is what we'll be playing 2 weeks after MW2 release.

Halo 3's matchmaking system is the one that everyone raves about on Xbox.

My experience is that you wait 2 minutes to enter a lobby, of which you have no choice, play a 2 minute game with a bunch of kids whining "i owned you", only to be kicked out the lobby at the end of every game and forced to start the process all over again. 45 minutes later, your game disk is wedged up the arse of the nearest Gamesation representative.

Pfffff.....

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