

Alien swarm

Posted by Tunes - 17 Jul 2010 08:52

[youtube:3bctz37o][youtube:3bctz37o]

Re: Alien swarm

Posted by VoGon - 19 Jul 2010 14:43

liger wrote:

reminds me of crimsonland

Reminds me of Alien Breed on arcade and on Spectrum... 🤔
Getting too old... lol

Re: Alien swarm

Posted by Tunes - 19 Jul 2010 14:50

VoGon wrote:

liger wrote:

reminds me of crimsonland

Reminds me of Alien Breed on arcade and on Spectrum... 🤔
Getting too old... lol

+1

And tonight I'm sooo there 🤔

Re: Alien swarm

Posted by eskimo - 19 Jul 2010 14:53

i got a match tonight 🙄
i got a match tonight 🙄

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Re: Alien swarm

Posted by VoGon - 19 Jul 2010 16:48

eskimo wrote:

i got a match tonight 🙄
i got a match tonight 🙄

Then NO SOUP FOR YOU!!!!!! 🙄

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Re: Alien swarm

Posted by Tunes - 19 Jul 2010 17:04

VoGon wrote:

eskimo wrote:

i got a match tonight 🙄
i got a match tonight 🙄

Then NO SOUP FOR YOU!!!!!! 🙄

Quem não tem mãozinhas, não come bolachinhas 🙄

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Re: Alien swarm

Posted by VoGon - 20 Jul 2010 08:48

Downloaded it, but still havent played... was downloading at 9k yesterday night after 2 hours of delay on the release...

Also it seems to have a dedi server, so who knows? lol

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Re: Alien swarm

Posted by VoGon - 20 Jul 2010 09:30

Well no Linux dedis as seen developer.valvesoftware.com/wiki/Swarm_D...d_Server:3d7uwx8...

There is no Linux version of the Dedicated Server available

If you download the dedicated server files with hldsupdate tool in Linux, it will only give you the Windows version.

So that means no dedi for TWK... 🙄

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Re: Alien swarm

Posted by Greenie - 20 Jul 2010 10:17

I'm sure that's something they will remedy fairly soon, as all the best server hosts use Linux.

I just wanna get home from work and play it!

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Re: Alien swarm

Posted by eskimo - 20 Jul 2010 10:35

It's is so good lol, especially for a free game. A great combination of tactics and a trigger happy attitude is required. i love it. lol. Team work is also a must.

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Re: Alien swarm

Posted by Tunes - 20 Jul 2010 15:24

Now the question is... who has sh*tloads of bandwith to host a game server in windblows?



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