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Tom Holub [View profile](#)

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Newsgroups: **rec.games.netrek**, **rec.answers**, **news.answers**

Followup-To: **rec.games.netrek**

From: **tom@soda.berkeley.edu (Tom Holub)**

Date: **22 Jul 1994 02:52:04 GMT**

Local: **Thurs, Jul 21 1994 9:52 pm**

Subject: **rec.games.netrek FAQ List**

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Archive-Name: games/netrek/faq

Last-Updated: 21 Jul 1994

Changes: Minor.

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12. OK, now I'm in a game with other people. What do I do?
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NOTE: If you are using rn or trn, you can use ^G to browse through the answers.

Subject: 1. What is Netrek?

Netrek is a 16-player graphical real-time battle simulation with a Star Trek theme. The game is divided into two teams of 8 (or less), who dogfight each other and attempt to conquer each other's planets. There are several different types of ships, from fast, fragile scouts up to big, slow battleships; this allows a great deal of variance in play styles.

Netrek is set up as a client/server combination; if you want to play, you'll need the client binary for your machine (most are X-based).

Subject: 2. It sounds interesting; how do I get started?

First, you need to get a client binary for your machine; read the Netrek FTP List (which is usually posted along with this FAQ

list) to find an FTP site. The client should run on anything that runs X Windows, although the slower your machine is, the harder it's going to be to play. Slow networks are even harder to play with.

If you don't know how to use FTP, ask your local guru about it.

If you don't have access to FTP, you can use the mail server at decwrl.dec.com. Mail ftpmail@decwrl.dec.com with 'help' in the body (nothing else) and you'll get an automatic reply with instructions.

Once you have the binary, rename it to something logical like 'netrek' and run it with 'netrek -h <hostname> -p <port>'. Read the Netrek Server List to find a server near you; the nearer, the better.

If you get a 'netrek: Permission denied' message, try 'chmod 755 netrek'. After the game is over, try 'man chmod.'

Subject: 3. What's the difference between Xtrek and Netrek?

Xtrek is a precursor to Netrek. It has many of the same elements, but it doesn't work as well because it isn't set up as a client-server combination.

Unfortunately, Netrek is often called Xtrek. This causes much confusion. This newsgroup really is dedicated to Netrek, but feel free to talk about Xtrek if you want; many people here play both.

Subject: 4. I've seen a game called Nettrek for the Macintosh; is that the same thing as Netrek?

No. Nettrek is in the same family as Netrek (it's unclear which was created first), but it's not the same game. It runs over Appletalk and doesn't have a whole lot of complexity. If you're interested in it, the original version can be found in most net archive sites that support Mac games. The most recent version is a commercial program called "Nettrek 3.0 - The Real Version," and is published by Premiere Technology, Inc.

Subject: 5. Can I play Netrek on my Mac/IBM PC/Amiga?

There is a playable client for the Amiga that runs over a Dnet connection to a Unix host. Read the Netrek FTP List to find out where you can get it.

There is a newly released client for a Macintosh connected to a Unix host; it's slow but playable. There is also a client for Macs connected to the net via MacTCP (including SLIP/PPP) but it's not yet playable.

If you are running Linux or 386BSD on your IBM PC, there are clients that will work, although at 14.4K baud they are kinda sluggish. Look on ftp.csua.berkeley.edu for information on how to run a client under Linux.

Subject: 6. I would like to start a new server; what kind of hardware will

I need?

The server should run on anything that has Sys V shared memory and a good amount of CPU power. Good net connections are essential if you want lots of players.

Read the Netrek FTP list to find out where you can get the server source.

Please get the permission of your sysadmins before setting up a server. Netrek doesn't need any additional bad publicity.

Subject: 7. I'm trying to start a new server, and I'm having problems. Where can I get help?

Read the Netrek FTP list to find out where the server-secrets files are stored (currently at gs69.sp.cs.cmu.edu).

There is also a server maintainer's mailing list, netrek@iastate.edu. If you want to be put on the list, mail a short message to netrek-request@iastate.edu and include the amount of C experience you have, how much you know about netrek code, and anything else that might be interesting.

Subject: 8. How do I get people to play my server?

Generally, people call up the Metaserver (see below) and try to get into a game that already has people in it. If your school has a bunch of people who play netrek, encourage them to use your server and people from other places will begin to. If you don't have a local netrek population, log on to the machine yourself and fight Hosers.

The other option is to modify the server enough that people are interested in it for the novelty. Several of the more popular servers have been created this way (Sturgeon and Paradise come to mind). Keep in mind, if you do this, that you will attract weenies more than serious players.

Subject: 9. I compiled the client source, but every time I try to connect to a server it kicks me out or tells me to get a 'blessed' binary. What gives?

It's possible to modify the client source to do lots of tedious tasks (like aiming, dodging, that sort of thing) for you. Since this gives you a big advantage over a mere human, netrek has a way of knowing whether you have a client that was compiled by the netrek Gods or by you. If you compiled it, netrek will assume it's a cyborg, and will kick you out if it's not cyborg hours. Check the Netrek Server List for cyborg hours of the servers; sometimes they're legal, sometimes they aren't.

There are several different messages you can get when your binary isn't what the server is expecting:

1: "User binary failed to verify."

The server is expecting a standard blessed client; read the netrek FTP list to find out where you can get one.

2: "No customized binaries. Please use a blessed one."

You have an RSA client, but the key for your client isn't on the list. Mail the server god if you think your key should be included.

3: "You need a spiffy new RSA client for this server!"

You have a standard blessed client (or an unblessed client) but the server accepts only RSA clients; read the netrek FTP list to find out where you can get one.

If you are interested in playing a cyborg, get the source from one of the FTP sites and start hacking, or download one of the public cyborgs. It's probably not a good idea for new players to use cyborgs; cyborg players get called lots of nasty names, and they tend not to learn how to play the game (since their client is doing most of the work). There is a mailing list for borg authors, mail trekwriter-request@b62103.student.cwru.edu to get on it.

Subject: 10. The game runs fine, but when the Netrek window comes up, I can't type anything into it. How can I fix this?

This is a problem under a few window managers (OpenWindows and ovlwm, for example); it's netrek's fault, but you can fix it by adding the line "<window manager name>.FocusLenience: True" to your .Xdefaults file. Log out and log back in and it should work. Also, sometimes moving the mouse cursor out of the netrek window and back in will fix it.

Subject: 11. OK, the game runs fine and I found a server and logged in, but there doesn't seem to be anyone else around. How can I find a game with people in it?

Andy McFadden has written a nice little utility called Metaserver II (based on METASERVER, written by ERic Mehlhaff) that will tell you where there are active games. [telnet metaserver.ecst.csuchico.edu 3520](telnet://metaserver.ecst.csuchico.edu) lists all known servers and current number of players. You can also try [telnet metaserver.ecst.csuchico 3521, 3522, 3523, or 3524](telnet://metaserver.ecst.csuchico.edu) for more information.

Subject: 12. OK, now I'm in a game with other people. What do I do?

The first thing you should do is bring up your message window (by hitting '?') and your player list (by hitting 'L'). Pressing a number key chooses your warp speed. The left mouse button fires torpedos at your cursor, the ...

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Discussion subject changed to "Netrek Server List" by Tom Holub

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Newsgroups: **rec.games.netrek, rec.answers, news.answers**

Followup-To: **rec.games.netrek**

From: **tom@soda.berkeley.edu (Tom Holub)**

Date: **22 Jul 1994 02:52:07 GMT**

Local: **Thurs, Jul 21 1994 9:52 pm**

Subject: **Netrek Server List**

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Last-Updated: 21 Jul 1994

Archive-Name: games/netrek/server-list

Changes: Various.

This is a list of all known public Netrek servers. If you know of any others, or if any of my information is wrong, please mail tom@soda.Berkeley.EDU.

Note: All servers are UDP unless noted otherwise.

Subject: Vanilla servers in America (short listing)

Description: These servers are based on the original code, Terence Chang's bronco code, or Nick Trown's New Vanilla release. They are not all identical but they have minimal modifications.

Server name	INET address	Port	Notes
bronco.ece.cmu.edu	128.2.210.65	2592	Now RSA only.
calvin.usc.edu	128.125.62.143	2592	USC, RSA.
fife.ecn.purdue.edu	128.46.130.169	2592	Purdue.
netrek.cs.mcgill.ca	132.206.51.3	2592	Canada.
garnet.cdf.toronto.edu	128.100.31.36	5555	Canada.
wormhole.ecst.csuchico.edu	132.241.1.117	5858	Replaces guzzler, RSA.
netrek.unh.edu	132.177.131.238	2592	UNH, RSA only.
bigbang.astro.indiana.edu	129.79.157.41	2592	Indiana, RSA.
rosebud.umiacs.umd.edu	128.8.120.103	2592	Maryland.
mean.mu.caltech.edu	131.215.143.6	2592	Caltech, borgish.

panda.cs.mun.ca 134.153.1.131 2592 Canada.

tolstoy.afit.af.mil 129.92.140.38 2592

Subject: Vanilla servers outside America (short listing)

Description: Same as above but not in America.

peanuts.informatik.uni-tuebingen.de 134.2.14.1 2592 Germany.

bayes.ibr.cs.tu-bs.de 134.169.34.33 5855 Germany.

legend.cma.fr 192.33.149.2 2592 France, RSA only.

netrek.chemietechnik.uni-dortmund.de 129.217.174.20 592 Germany.

ghost.dsi.unimi.it 149.132.1.2 2592 Italy, RSA.

netrek.cs.bham.ac.uk 147.188.192.10 2592 U.K. RSA only.

megalag.risc.uni-linz.ac.at 193.170.38.158 2592 Replaces melmac.

fisher.psy.vu.nl 130.37.96.2 2592 Amsterdam.

rsls6.sprachlit.uni-regensburg.de 132.199.136.36 2592 Germany.

Subject: Sturgeon-style upgrade servers (short listing)

Description: These servers are based on Donald Tsang's Sturgeon source.
They include ship upgrades, a modified combat system,
ridiculous starbases, and more.

rosebud.umiacs.umd.edu 128.8.120.103 7654 U Maryland.

netrek.engg.ksu.edu 129.130.41.86 3333 Kansas State.

Subject: Paradise-style servers (short listing)

Description: These servers use the NetrekII/Paradise source. Paradise
servers can be configured to many settings, including that
simulating a regular bronco server. The source code release
includes an expanded galaxy, impluse/warp differentiation,
suns, extra ships, and more.

netrek.cis.ufl.edu 128.227.224.254 2592 UFL, RSA only.

ravel.theo-physik.uni-kiel.de 134.245.67.30 2592 Germany.

aedile.icaen.uiowa.edu 128.255.17.38 2592 Iowa.

eelpout.micro.umn.edu 128.101.245.6 2592 UMN.

fantasia.eng.clemson.edu 130.127.152.72 2592 Clemson

minuet.skypoint.com 199.86.32.2 2592 ?

fred.cs.city.au.uk 138.40.91.2 2592 UK.

cygnus.cis.ksu.edu 129.130.10.88 2592 Kansas State.

ulcb190.residence.gatech.edu 199.76.99.204 2592 Georgia Tech.

ocisgj6.unizh.ch 130.60.144.76 2592 Switzerland.

Subject: Hockey servers (short listing)

Description: These are servers based on Terence Chang's netrek hockey mode (as modified by Brick Verser). It's impossible to describe, you have to try it.

hockey.ksu.edu 129.130.6.10 2592 Kansas State.

rosebud.umiacs.umd.edu 128.8.120.103 6666 U Maryland.

hot.caltech.edu 131.215.9.49 2592 Cal Tech.

Subject: KSU Chaos servers (short listing)

Description: These are servers based on the original KSU Chaos mods. They include galaxy-class ships, high refuel rates, free plasmas, wrap-around walls, and much more.

netrek.engg.ksu.edu 129.130.41.86 5855 Kansas State.

Subject: Dogfight servers (short listing)

Description: These are servers designed with dogfighting tournaments in mind. The code is still rather buggy.

rosebud.umiacs.umd.edu 128.8.120.103 3333 U Maryland.

Comments and server configurations:

NOTE: It is an excellent idea to read the MOTD when you first log on to a server (use 'f' and 'b' to move forwards and backwards through the news).

Subject: Vanilla servers in America (long listing)

bronco.ece.cmu.edu:

Server source: Guzzler source.

UDP: version 1.0.

Hours: 5PM-9AM Eastern time Monday-Friday, all day on weekends.

T-mode: 5 on 5.

Maintainer: netrek@bronco.ece.cmu.edu

Comments: This server is down most of the time.

calvin.usc.edu

Server source: Scam source.

Hours: Open 24 hours.

Cyborgs: Never allowed, blessed binary required.

Maintainer: hadley@ics.uci.edu

Comments: Jacked-up AS's and transwarp.

fife.ecn.purdue.edu

Server source: Bronco source.

Hours: 5PM-8AM EST Monday-Friday, all day on weekends.

Cyborgs: Never allowed, RSA client required.

Maintainer: tmattox@ecn.purdue.edu.

Comments: DD's have 8000 fuel. Iggy is active.

This server was down at the time of testing.

netrek.cs.mcgill.ca

Server source: Bronco source.

Hours: Open 24 hours.

Cyborgs: Never allowed.

Maintainer: kent@cs.mcgill.ca

garnet.cdf.toronto.edu

Server source: Guzzler source.

Hours: Open 24 hours.

wormhole.ecst.csuchico.edu

Server source: Guzzler source.

Hours: Open 24 hours.

Cyborgs: Never allowed, RSA client required.

Maintainer: trown@ecst.csuchico.edu.

Comments: This server requires RSA. Now has the calvin database.

Supports short packets, ping reporting, and RCD.

Clue checking 5PM-6AM weeknights, all day on weekends.

netrek.unh.edu

Server source: Bronco source

Hours: Open 24 hours.

Cyborgs: Never allowed, RSA client required.

Maintainer: rmk@baal.unh.edu.

Comments: Was experimental, is now normal Bronco. RSA clients required.

bigbang.astro.indiana.edu

Server source: Guzzler source.

Hours: Open 24 hours.

Cyborgs: Never allowed, RSA client required.

Maintainer: netrek@bigbang.astro.indiana.edu

Comments: Playerlist on port 2591. finger netrek@bigbang.astro.indiana.edu

gives a high score list. Ship stats modified to weaken cruisers.

rosebud.umiacs.umd.edu (2592)

Server source: Guzzler source.

Hours: Open 24 hours.

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

Maintainer: ctso@umiacs.umd.edu

Comments: Has the UML player database. Note port number; port 6666 has a hockey server.

mean.mu.caltech.edu

Server source: Guzzler source.

Hours: Open 5PM to 8AM weekdays, all day on weekends.

Cyborgs: Encouraged, no binary checking.

Maintainer: kantner@hot.caltech.edu

panda.cs.mun.ca

Server source: Guzzler source.

Hours: Open 24 hours.

Cyborgs: Never allowed, RSA client required.

Maintainer: stephenm@cs.mun.ca.

tolstoy.afit.af.mil

Server source: Guzzler source.

Hours: Open 24 hours.

Subject: Vanilla servers outside America (long listing)

peanuts.informatik.uni-tuebingen.de

Server source: Bronco source.

Hours: 5PM-7AM Monday-Friday, all day on weekends.

Cyborgs: Allowed.

Maintainer: jw@peanuts.informatik.uni-tuebingen.de.

bayes.ibr.cs.tu-bs.de

Server source: Bronco source.

Hours: Open 24 hours.

Cyborgs: Always allowed.

Maintainer: schrei@ibr.cs.tu-bs.de.

This server was down at the time of testing.

legend.cma.fr

Server source: Guzzler source.

Hours: Open 24 hours.

Cyborgs: Never allowed, RSA client required.

Maintainer: jmt@cma.cma.fr.

Comments: Requires message reading.

Supports short packets and RC_DISTRESS.

netrek.chemietechnik.uni-dortmund.de

Server source: Bronco source.

Hours: Closed 8 AM to noon Monday-Friday.

Maintainer: hw@plato.Chemietechnik.Uni-Dortmund.DE.

Comments: No Iggy.

This server was down at the time of testing.

ghost.dsi.unimi.it

Server source: Bronco source.

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

Hours: Open 5PM-10AM Monday-Friday, all day on weekends.

Cyborgs: Always allowed.

Maintainer: carlo@ghost.dsi.unimi.it.

netrek.cs.bham.ac.uk

Server source: Bronco source.

Hours: 5PM to 8AM Monday-Friday, all day weekends.

T-mode: 4 on 4.

Cyborgs: Never allowed, RSA client required.

Maintainer: A.Willams@cs.bham.ac.uk.

megalag.risc.uni-linz.ac.at

Server source: Guzzler source.

Hours: Open 24 hours.

T-mode: 3 on 3.

Cyborgs: Never allowed, RSA client required.

Maintainer: siegl@risc.uni-linz.ac.at.

Comments: Usually runs in base practice server mode. Supports short packets and RC_DISTRESS. Replaces melmac.

orca.cosy.sbg.ac.at: This server is apparently down.

fisher.psy.vu.nl

Server source: Guzzler source.

Hours: Open 24 hours.

T-mode: 4 on 4.

Cyborgs: Never allowed, RSA client required.

Maintainer: rob@psy.vu.nl.

Comments: Clue hours 5PM to 8PM local time.

rsls6.sprachlit.uni-regensburg.de

Server source: Guzzler source.

Hours: Open 24 hours.

Subject: Sturgeon-style upgrade servers (long listing)

rosebud.umiacs.umd.edu (7654)

Server source: Sturgeon source.

Cyborgs: Never allowed, RSA client required.

Maintainer: ctso@umiacs.umd.edu.

Comments: Note port number, netrek on 2592, dogfight on 3333, hockey on 6666.

netrek.engg.ksu.edu (3333)

Server source: Sturgeon source.

Cyborgs: Allowed.

Maintainer: greyhelm@engg.ksu.edu.

Comments: Note port number, chaos server on 2592.

Subject: Paradise-style servers (long listing)

pippin.ee.usu.edu: This server is apparently down.

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

netrek.cis.ufl.edu

Server source: Paradise source.

Hours: Open 24 hours.

Maintainer: thoth@aviator.cis.ufl.edu

Comments: This is Arctica, another branch of the Paradise line.

ravel.theo-physik.uni-kiel.de

Server source: Paradise source.

Hours: Open 24 hours.

Maintainer: molgedey@theo-physik.uni-kiel.de

Comments: Good round-trip times.

aedile.icaen.uiowa.edu

Server source: Paradise source.

Hours: Open 24 hours.

eelpout.micro.umn.edu

Server source: Paradise source.

Hours: Open 24 hours.

Comments: This is Eden, another branch of the Paradise line.

fantasia.eng.clemson.edu

Server source: Paradise source.

Hours: Open 24 hours.

Maintainer: ttatum@harley.cs.unc.edu

This server was down at the time of testing.

minuet.skypoint.com

Server source: Paradise source.

Hours: Open 24 hours.

fred.cs.city.ac.uk

Server source: Paradise source.

Hours: Open 24 hours.

Maintainer: deorth@city.ac.uk

cygnus.cis.ksu.edu

Server source: Paradise source.

Hours: Open 24 hours.

Maintainer: tundra@cis.ksu.edu. ...

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Discussion subject changed to "Netrek FTP list." by Tom Holub

Tom Holub [View profile](#)

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Newsgroups: **rec.games.netrek**, **rec.answers**, **news.answers**

Followup-To: **rec.games.netrek**

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

From: tom@soda.berkeley.edu (Tom Holub)

Date: 22 Jul 1994 02:52:11 GMT

Local: Thurs, Jul 21 1994 9:52 pm

Subject: **Netrek FTP list.**

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Last-Updated: 21 Jul 1994

Archive-Name: games/netrek/ftp-list

Changes: charon.amdahl.com and pittslug.sug.org now no longer supporting netrek archives; if you know suitable mirrors please let me know.

Contents:

FAQ LISTS

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UNBLESSED CLIENTS (borgs)

SERVER SOURCE

UTILITIES

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INL STUFF

LIST OF SITES

HYPER-LINKS

If you are using rn/trn (or possibly others), you can use ^G to browse from subject to subject.

Subject: FAQ LISTS

Summary: The latest versions of the rec.games.netrek FAQ, server, and FTP lists.

Location: [ftp.csua.berkeley.edu /pub/netrek](ftp://ftp.csua.berkeley.edu/pub/netrek)
[rtfm.mit.edu /pub/usenet/rec.games.netrek](ftp://rtfm.mit.edu/pub/usenet/rec.games.netrek)

Subject: BLESSED CLIENTS

Summary: The compiled binaries listed under this category are 'blessed,' which means that most servers will accept them at all times (unblessed clients get booted out). There are two types of blessing, reserved.c (old) and RSA (new). Most servers are now accepting only RSA-blessed clients. With some RSA clients, you need to use -R on the command line to enable RSA blessing. -o enables old-style blessing.

Name: COW (Client Of Win)

Author: Team, distributed by siegl@risc.uni-linz.ac.at.

Description: The next step in BRM development; feature-packed but relatively stable. Supports sound.

Source: [ftp.risc.uni-linz.ac.at /pub/netrek/cow](ftp://ftp.risc.uni-linz.ac.at/pub/netrek/cow)
[infant2.sphs.indiana.edu /pub/netrek/COW](ftp://infant2.sphs.indiana.edu/pub/netrek/COW)

Compiled binaries:

Dec Ultrix [ftp.risc.uni-linz.ac.at /pub/netrek/cow](ftp://ftp.risc.uni-linz.ac.at/pub/netrek/cow)
[infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin](ftp://infant2.sphs.indiana.edu/pub/netrek/COW/COW-bin)

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

Dec Alpha infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
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Sun 3 ftp.risc.uni-linz.ac.at /pub/netrek/cow
infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
Sun 4 ftp.risc.uni-linz.ac.at /pub/netrek/cow
infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
Solaris 2.3 infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
Linux ftp.risc.uni-linz.ac.at /pub/netrek/cow
infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
HP 700 ftp.risc.uni-linz.ac.at /pub/netrek/cow
infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
AIX 3.2 infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin
Sequent PTX infant2.sphs.indiana.edu /pub/netrek/COW/COW-bin

Name: BerkeleyRicksMoo 3.00+

Author: Team, distributed by lab@mtek.chalmers.se.

Description: Outdated by COW (above), but still a popular client.

Note: ftp.cs.chalmers.se is currently down.

Source: ftp.chemietechnik.uni-dortmund.de /netrek/src

Compiled binaries:

Dec Ultrix ftp.chemietechnik.uni-dortmund.de /netrek/bin
Sequent PTX ftp.chemietechnik.uni-dortmund.de /netrek/bin
ftp.risc.uni-linz.ac.at /pub/netrek/bin.rsa
SGI ftp.chemietechnik.uni-dortmund.de /netrek/bin
crissy.berkeley.edu /pub
Sun 4 ftp.chemietechnik.uni-dortmund.de /netrek/bin
Sun 3 ftp.chemietechnik.uni-dortmund.de /netrek/bin
Linux ftp.csua.berkeley.edu /pub/netrek/linux
crissy.berkeley.edu /pub
FreeBSD ftp.chemietechnik.uni-dortmund.de /netrek/bin
Solaris ftp.chemietechnik.uni-dortmund.de /netrek/bin

Name: COW-lite 1.20+

Author: Team, distributed by sheldon@iastate.edu.

Description: A smaller version of COW; a full-featured client, but
engineered for speed. Supports RSA, short packets, ping stats,
and RCD.

Source: soils.agron.iastate.edu /pub/netrek/COW-lite

Compiled binaries (more to come):

SGI soils.agron.iastate.edu /pub/netrek/COW-lite
Sun 4 soils.agron.iastate.edu /pub/netrek/COW-lite
RS6000 soils.agron.iastate.edu /pub/netrek/COW-lite

Name: Berkeley client

Author: mehlhaff@ocf.berkeley.edu.

Description: Also a full-featured client, including some stuff not in BRM.
Supports RSA and short packets. Netrek For Morons mode (-M).

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa
This client is NOT INL-legal.

Source: ocf.berkeley.edu /pub/netrek/Sources

Compiled binaries:

Dec Ultrix ocf.berkeley.edu /pub/netrek/Binaries
HP Apollo ocf.berkeley.edu /pub/netrek/Binaries
Sequent/DYNIX ocf.berkeley.edu /pub/netrek/Binaries
Sun 3 ocf.berkeley.edu /pub/netrek/Binaries
Sun 4 ocf.berkeley.edu /pub/netrek/Binaries

Name: BRM-Hadley 1.7+

Author: hadley@ics.uci.edu

Description: A version of Berkricsmoo streamlined for speed. Good client for slow machines. Supports RSA, short packets, and ping stats. There is also a FONTBASED version for the sun 3 which uses fonts instead of bitmaps for the ships; this should speed things up considerably.

Source: cad.ics.uci.edu /pub/netrek

Compiled binaries:

Sun 3 cad.ics.uci.edu /pub/netrek
Sun 4 cad.ics.uci.edu /pub/netrek
Linux ftp.csua.berkeley.edu /pub/netrek/linux
cad.ics.uci.edu /pub/netrek
HP 700 cad.ics.uci.edu /pub/netrek
SGI cad.ics.uci.edu /pub/netrek
MIPS cad.ics.uci.edu /pub/netrek

Name: RomaBerkMoo

Author: sheldon@iastate.edu

Description: A client based on BRMH, but with many features from the latest BRM added. Supports RSA, short packets, and RC_DISTRESS.

Source: Unavailable.

Compiled binaries:

Dec soils.agron.iastate.edu /pub/netrek

Name: Bronco client

Author: ?

Description: A bare-bones client. Supports RSA.

Source: Currently homeless as far as I know.

Name: Paradise client 2.0+

Author: Team, paradise-workers@reed.edu.

Description: A client for the new Paradise server. Fully compatible with non-Paradise servers, but the RSA key isn't accepted on all servers. Supports RSA. More visually appealing than most clients. This client is needed to play on Paradise servers.

Source: ftp.cis.ufl.edu /pub/netrek.paradise

Compiled binaries:

Sun 3 ftp.cis.ufl.edu /pub/netrek.paradise
Sun 4 ftp.cis.ufl.edu /pub/netrek.paradise
Sun Solaris ftp.cis.ufl.edu /pub/netrek.paradise
SGI ftp.cis.ufl.edu /pub/netrek.paradise
RS6000 ftp.cis.ufl.edu /pub/netrek.paradise
HP Apollo ftp.cis.ufl.edu /pub/netrek.paradise
HP9000 s700 ftp.cis.ufl.edu /pub/netrek.paradise
Decstation ftp.cis.ufl.edu /pub/netrek.paradise
Linux ftp.cis.ufl.edu /pub/netrek.paradise

Name: VMS client

Author: ?

Description: Client for VMS. Features unknown. Reportedly does not support RSA.

Source: ftp.uml.edu /netrek/VMS

Compiled binaries:

VMS ftp.uml.edu /netrek/VMS

Name: Vax Ultrix client

Author: ?

Description: Client for Vax Ultrix. Supports RSA? Features unknown.

Source: Unavailable.

Compiled binaries:

Vax Ultrix ftp.unh.edu /pub/submissions/netrek/local

Name: MacNetrek version 1.0/Netrek Display Bridge

Author: jiangwu@postgres.berkeley.edu

Description: This client allows you to play on a Macintosh connected to a unix host via a 9600+ baud modem. You need both the Netrek Display Bridge (ndb, on the unix end) and the Mac client itself.

Source: ftp.csua.berkeley.edu /pub/netrek/MacNetrek/src

Compiled binaries:

Sun 4 ftp.csua.berkeley.edu /pub/netrek/MacNetrek
Dec 3100 ftp.csua.berkeley.edu /pub/netrek/MacNetrek
HP 700 ftp.csua.berkeley.edu /pub/netrek/MacNetrek

Name: Winetrek (MS-Windows/ndb client)

Author: cmlee@netcom.com

Description: This client allows you to play on an IBM PC connected to a unix host via a 9600+ baud modem. You need both the Netrek Display Bridge (ndb, on the unix end) and the Winetrek client itself. NOTE: This uses an older version of ndb than MacNetrek

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa
does; they are not compatible (yet).

Source: ftp.netcom.com /pub/cmlee/winetrek/ndb/src

Compiled binaries:

Sun 4 ftp.netcom.com /pub/cmlee/winetrek/ndb/bin

Name: MacTCP client

Author: nlc@cs.nott.ac.uk

Description: This is an alpha-testing version of a client that runs on a Macintosh connected to the net via MacTCP. It now works in a basically playable manner. Does NOT support RSA yet.

Source: Not available.

Compiled binaries:

Macintosh nyquist.cs.nott.ac.uk /pub/mac_client

Name: Amiga client

Author: jesup@cblm.vax.cbm.com

Description: This client allows you to play on an Amiga connected to a unix host via a 9600+ baud modem if you have the beta version of release 2 of the Commodore Amiga AS225 TCP/IP package, or AmiTCP with the clone of socket.library. There is also a compiled server binary here.

Source: Currently homeless.

Name: Amiga DNetrek client

Author: mehlhaff@ocf.berkeley.edu

Description: This client allows you to play on an Amiga connected to a unix host using the DNet windowing program. It is very new and experimental (alpha release).

Source: ocf.berkeley.edu /pub/amiga

Compiled binaries:

Amiga ocf.berkeley.edu /pub/amiga

Name: Amiga DNetrek Paradise client

Author: jrumsey@cslid.ucr.edu

Description: A later version of the above, including Paradise mods. It requires 2 megs of RAM, OS 2.0 or higher, a fast modem, a Unix host, and DNet (see above). Supports RSA, short packets, and synthesized speech for messages.

Source: Available upon request.

Compiled binaries:

Amiga ftp.cis.ufl.edu /pub/netrek.paradise

Subject: UNBLESSSED CLIENTS (Borgs)

Summary: The clients listed here are not blessed and will be booted out of

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

servers which do binary checking. These clients have various features which aid standard human play (such as auto-aiming, auto-firing, auto-dodging, etc.)

Name: Sunborg
Author: Roger Wong (Scout Popcorn)
Description: Your basic simple borg client.

Source: Unavailable.

Compiled binaries:
Sun 4 grind.isca.uiowa.edu /unix/netrek/binaries

Name: Grandfather borg
Author: David Teo
Description: Borg client with full robot mode.

Source: Unavailable.

Compiled binaries:
Sun 4 grind.isca.uiowa.edu /unix/netrek/binaries
NeXT grind.isca.uiowa.edu /unix/netrek/binaries
Decstation grind.isca.uiowa.edu /unix/netrek/binaries

Subject: SERVER SOURCE

Summary: This is a listing of all known netrek server sources. Before you try to set up a server, make sure your sysadmin approves. Also, running a server takes rudimentary programming skills and the ability to understand and use 'make' and other Unix tools; don't expect to be able to FTP one of these packages and have a server

...

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Discussion subject changed to "rec.games.netrek Frequently Offered Clever Suggestions list, Part 1/2" by Tom Holub

Tom Holub [View profile](#)

[Hide options](#) Jul 21 1994, 10:16 pm

Newsgroups: **rec.games.netrek**, **rec.answers**, **news.answers**
Followup-To: **rec.games.netrek**
From: **tom@soda.berkeley.edu** (Tom Holub)
Date: **22 Jul 1994 02:52:15 GMT**
Local: **Thurs, Jul 21 1994 9:52 pm**
Subject: **rec.games.netrek Frequently Offered Clever Suggestions list, Part 1/2**

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Archive-Name: games/netrek/suggestions/part1

Last-Updated: 20 Jul 1994

Note: This was written by Andy McFadden but is now being maintained by me

along with the other FAQ lists. Many thanks to Andy for compiling it (in addition to his other contributions to the netrek world).

The same ideas get proposed over and over by people trying to enhance the game, and the same discussions come up again and again. This file is an attempt to stem the flow by presenting old discussions and arguments against the ideas.

This assumes you are familiar with the game itself and some of the vocabulary (argot) involved (e.g. scum, ogg, LPS, Iggy). This is NOT intended to be a capsule summary of rec.games.netrek discussions; it is intended to help people trying to enhance the game understand why many of the obvious improvements won't work or won't be accepted by the Netrek community. As such, it contains one-sided and occasionally opinionated material. I welcome improvements and stronger arguments, but if you want to debate the value of something I will probably ignore you.

[This file has been evolving since September of 1992. Some of the info may have become outdated as Netrek evolved.]

REMEMBER: Netrek is not Star Trek. Netrek is not reality. Star Trek is not reality. Netrek is not Nintendo. DO NOT suggest modifications purely to make the game "more realistic". ONLY consider ideas that will improve game play.

CONTENTS:

- 1) How about team DI?
- 2) How about no DI at all (+ changes in general)?
- 3) All ships shouldn't fire 8 torps.
- 4) Let's make cloakers blind.
- 5) Let's allow cloakers to fire.
- 6) The DD needs to be improved.
- 7) Here's a neat idea for a new ship.
- 8) How about a ship design system?
- 9) Remove the kill restriction on army carrying.
- 10) Remove the kill restriction on plasma torps.
- 11) Get rid of LPSs.
- 12) Get rid of Iggy!
- 13) Combine all of the server processes into one.
- 14) Put the number of armies next to the planet.
- 15) Highlight ships with kills.
- 16) Prevent bombing/taking out of T-mode.
- 17) Stop 3rd race scumming.
- 18) Just have a two-race galaxy.
- 19) Add incentives for scout bombing.
- 20) Protect ships that are fully lagged.
- 21) Credit kills appropriately.
- 22) Get rid of borgs!
- 23) Change the names of the races or the planets.
- 24) Add ship collisions.
- 25) Give planets gravity or motion.

- 26) Show the list of players or a "rank weighting" on entry.
- 27) Set up an invitation-only clue server.
- 28) Allow ships to drop mines.
- 29) Have the client update the torps instead of the server.
- 30) Have ships come in at the starbase instead of a planet.
- 31) Ships should auto-repair at warp 0.
- 32) Change the way the wait queue works.
- 33) Add steering keys.
- 34) Prevent butt-torping.
- A1) Appendix: Sturgeon II changes
- A2) Appendix: Sturgeon II kill credit rules
- A3) Appendix: Extreme Netrek
- A4) Appendix: How to propose a change

You can skip straight to the one you're interested in (say, chapter 2) by searching for the regular expression "^2".

1) How about team DI?

Problem:

Too many rank scums out there for themselves. Need to add an incentive for team play, so that they will get more DI if their team does better.

Proposal:

Change the DI structure so that you get points for stuff your teammates do. Alternatively, change it so that you get points for different "team stuff", like taking strategically placed planets or killing carriers.

Why not:

Most "team DI" schemes will cause people to switch to the team that's winning, because that's where the points are. It is possible right now to see the players on each team before making the initial team selection; this would make unfair teams the rule.

Changing the individual values of things is difficult when you consider how the current DI scheme works. "DI" is simply the sum of offense, bombing, and planet ranks, multiplied by the number of hours you have been playing, and then adjusted according to the global average. There are no fixed DI values for doing certain things; just your relationship to the rest of the people on the server.

If you try to reward players on teams that are doing well, people will quit when their team starts to lose, creating a steamroll effect (all the clued people join the winning side, all the non-clues stay on the losing side). Keeping track of planets won/lost during a game is a nice idea, but will lead to a lot of quit-scumming when the other team is taking a planet or two. Rank scums will always be scums; you can change the rules but they will always find annoying ways of working around them.

Killing people with armies gives you (5*armies) bombing credit, and taking core planets is worth more than other planets, so the incentives exist; people are simply unaware of them or feel it is easier to do things the

scum way.

Incidentally, DI works like this:

- There are three factors: bombing (the number of armies you have, bombed), offense (the number of enemies you have killed), and planets (the number of planets you have taken). There's also defense (number of times you have been killed), but most servers have done away with the defense criteria since ogging became popular.
- The server takes these values, considers how long it took you to get them, and then compares that against the server average. From this you get "ratings", where having a 1.0 bombing rating means you bomb as many armies per unit time as the average player, 2.0 ratings mean you bomb twice as many, and so on.
- The bombing, planet, and offense ratings are added. This gives your total ratings. An average player would have 3.0 ratings.
- The ratings are multiplied by the number of hours you have spent in t-mode on that server. This is your DI.

Hitting 'U' (shift-u) while playing brings up a chart showing what ratings and how many hours you need to make a particular rank. You can also promote if you don't have the ratings but have twice the DI, or if you're ratings are two points down and you have four times the DI. You can't be demoted.

Many players are under the misconception that you "get DI" for doing a particular action. You don't.

2) How about no DI at all?

Problem:

DI is a mistake. It is the reason for scumming.

Proposal:

Toss it. At least toss all the ranks above Captain.

Why not:

Many people like to advance in rank. DI was developed because the original Xtrek had nothing but win/loss stats, so ratio scumming was the only way to look impressive (you think DI is bad... heh). There are a large number of Admirals who like having their rank (hey, it took them a long time to get there), and some of them run servers. DI is like the USA's electoral voting system: it's not great, and the country might be better without it, but it's not going away without a major fight.

Besides which, it's a good way to attract [scum] players to new servers.

Any change to DI is simply going to shift scumming one way or the other. Most arcade games are centered around the accumulation of points; the object is to do certain things, for which you rewarded. The idea of Netrek, however, is to win the game; rank should be just an incidental feature. However, there will always be those who see the accumulation of points, rank, or whatever as the driving goal.

The Holy Grail of DI changing is a system that rewards only non-scum activities. However, telling scumming from teamwork requires human intervention or artificial intelligence in most cases.

Jean-Marc Tanzi writes:

>I believe that any team game, like netrek, where a machine could
>really compute how well you play cannot be that good.

Other interesting ideas:

- Have players promote each other. Once you get to a certain rank, you can promote those beneath you. This has a chicken & egg problem which can be solved by importing a database or with some active administration at first.

Note this is open to abuses (demoting people you don't like, promoting really lame players to embarrass them, etc), and tends to trivialize rank. Tried on b62150.student.cwru.edu.

- Shift planet credit so that you get partial credit for making it neutral and partial credit for taking it. This is accomplished by (for example) multiplying everybody's planet rating by 3 and then awarding 1 for neuting and 2 for taking. Since the global average is also multiplied by 3, player ratings don't change, so DI is constant. Tried on bigbang.astro.indiana.edu.

3) All ships shouldn't fire 8 torps.

Problem:

The game is unbalanced. SBs should be able to shoot more torps than others. Maybe SCs shouldn't be able to shoot as many.

Proposal:

Increase SB torps to 12, or scale all others accordingly.

Why not:

Going to 12 torps requires mods to both client and server. This will increase CPU time slightly, and will increase network usage. You can't just switch on the ship type, either, because a SB could fire 12 torps and then refit.

Scaling all ships down (so that an SC would fire, say, three torps total) has been tried on Sturgeon; see appendix A1.

Any change to the ship characteristics is going to be met with a great deal of resistance. The game is very carefully balanced, and any changes can result in drastic changes in the way it's played.

4) Let's make cloaklers blind.

Problem:

Cloaking is too powerful. Ogging is getting out of hand.

Proposal:

Remove certain items from the tac display of a cloaked ship, like enemy ships, planets, torps, etc.

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

Why not:

Been done. Not very popular. Removing planets makes them hard to take (you just sit there watching your 'O' flag, hoping that nobody will kill you because they KNOW you are coming straight in). Removing torps is bad for the same reason.

Removing other players to make ogging harder is bad because most players LIKE ogging. It's fun, and it's part of the game.

5) Let's allow cloaklers to fire.

Problem:

Now that Star Trek VI is out, ...

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Discussion subject changed to "rec.games.netrek Frequently Offered Clever Suggestions list, Part 2/2" by Tom Holub

Tom Holub [View profile](#)

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Newsgroups: **rec.games.netrek**, **rec.answers**, **news.answers**

Followup-To: **rec.games.netrek**

From: **tom@soda.berkeley.edu** (Tom Holub)

Date: **22 Jul 1994 02:52:19 GMT**

Local: **Thurs, Jul 21 1994 9:52 pm**

Subject: **rec.games.netrek Frequently Offered Clever Suggestions list, Part 2/2**

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Archive-Name: games/netrek/suggestions/part2

Last-Updated: 20 Jul 1994

Note: This was written by Andy McFadden but is now being maintained by me along with the other FAQ lists. Many thanks to Andy for compiling it (in addition to his other contributions to the netrek world).

Why Not:

People don't choose the less-clued team as a rule. Should they? Yes. Do they? No. Why? Well, they may be rank scums who want some easy targets (undefended planets, easy kills, etc), or they may just be sick and tired of playing on clueless teams. It gets frustrating after a while when you get killed with 6 armies behind your home planet by four oggers while your teammates do nothing but shoot torps at you because they think you're a bad guy (yes, this has happened to me).

It's also difficult to force people onto one team or another; considering that rank is generally not a good indication of skill, solving the problem of "what team should I assign this person to" is about as hard as making DI meaningful.

Incidentally, it IS possible to see a player list before you enter the game.

27) Set up an invitation-only clue server.

Problem:

There are so many clueless weenies flying around that I'm not having fun anymore.

Proposal:

Set up a clue-only server. Access would be by invitation only, with players selected by the admin or invited automatically after achieving a certain rank on certain servers.

Why Not:

It's been tried. auk.warp.cs.cmu.edu was run this way, and nobody ever played there.

There are two fundamental problems with the proposal. First, the invitation mechanism is bad. Either the server admin has to spend a fair amount of time adding players and passwords, or it has to be done automatically. However, as discussed earlier, rank is a horrible indication of clue, talent, and skill. Automated systems will be prone to adding clueless players with lots of hours or missing clueful players who just don't care about rank (or reset their stats).

Even if that were solved, there's another problem: it's not easy to get 16 clueful players in one place at one time. Players come in and out constantly. I personally play whenever I (a) have the time and (b) feel like it; I'm not likely to turn up at a specified hour on a specified server on a specified day (if I could fit that into my week, I'd be on an INL team). Getting it organized is a pain and is just too inconvenient for the players to make it worth doing.

auk failed miserably because nobody worked to get the players there (apparently it was also a bit on the slow side). If you propose this, be prepared to accept the burden of organizing it. Many people have said, "somebody should do this", but nothing will happen until "somebody" steps up and does it.

If you want to set one up, feel free, but don't expect much UNLESS you are willing to spend a LOT of time massaging the player database, sending e-mail to players, and doing general organizational stuff.

One acceptable alternative is the "minimal clue" system that Nick Trown came up with. Basically, after you sign in the server tells you to send a message to yourself. If you don't, you get blown up, and eventually get kicked out. All this does is require the player to have the message window *mapped*, which is a big step toward playing in a clued manner. It has been tried and generally accepted as a Good Thing, though many feel it doesn't go far enough.

The common scheme these days is to announce "clue games" on rec.games.netrek with date, time, host name and port number. Since it's not a standard server the clueless generally don't show up.

28) Allow ships to drop mines.

Problem:

There just aren't enough ways to kill things.

Proposal:

Allow ships to drop mines which explode when you run into them.

Why Not:

The first thing to ask yourself is, what good are they? A new way to runner scum? Maybe it's supposed to garrison an SB or planet? Or is it just a new toy add for the hell of it?

They aren't really all that useful unless you want to give them serious damage capability (say 150 points - otherwise I'll come by in an AS and soak up half a dozen), in which case they'll be used either while running away at maxwarp or during eggs, essentially giving you a single big torp. If you make them more expensive than torps, they won't get used here, but when will they be used?

Guarding an SB? Just steer around them, or send a suicide minesweeper in. For a planet? Maybe. It might slow down SC-taking. If they can be destroyed with phaser shots though then they're pretty much worthless. On the other hand, during an LPS you could have everyone on your team drop a mine on the home planet, making it impossible to take.

One proposal was to allow SBs to either fire torps or mines (i.e. you would choose on an individual basis whether what you fire is going to be a torp or a mine). This restricts the #of mines active by essentially crippling the starbase every time it drops one. It also requires that the team HAVE an SB for them to work at all. Something like this was tried on Calvin.

At any rate, all mine proposals have one major flaw: how to display them. Unless you want to force a change to the client code, you have to represent them with a player's torps, plasmas, etc. Unfortunately these tend to look just like vestigial torps which were "forgotten" by a UDP connection, so remote players tend to slam into them (or end up swerving around bogus torps). If you want to get fancy (say, have two standard torps orbiting each other) you will be using two torps per mine (which might not be a bad thing).

If you're going to propose this, you need to consider:

- who gets them (ship type, #of kills, rank)
- how many each person/team gets
- how they are drawn (plasma, photon, phaser, Iggy?)
- how they are removed (only on collision, at request of "owner", when phasered, when plasmaed, after n seconds)
- how much damage they do (point-blank damage + blast radius)
- whether or not they can be tractorred/pressored/beamed
- whether they can be dropped while cloaked (VERY bad idea)
- who causes them to explode (other team, everyone, all != owner, non-cloakers, just cloaklers, other exploding mines)
- who takes damage (other team, everyone, all != owner)

The really hard part is making them useful but not abuseable.

29) Have the client update the torps instead of the server.

Problem:

A lot of network traffic is spent sending torp updates.

Proposal:

This could be avoided by just sending the "start" packet with direction and speed, and sending an "end" packet when the torpedo dies.

Why Not:

The main difficulty is losing synchronization with the server. If a "torp death" packet is lost or delayed, the position of the torpedo will be inaccurate because of torp wobble or possible early expiration. It might reduce net traffic, but it could be really confusing.

The biggest obstacle is "torp wobble", which is a random change in direction added every update. If the client misses an update, the torp will continue off in the previous direction until the next update arrives, at which point it will jerk back on course. This can be worked around by sending a random number seed to the client, and then having the client emulate the wobble, but this is just making more work for the client and creating the opportunity for borgs to accurately predict wobbling torps.

30) Have ships come in at the starbase instead of a planet.

Problem:

LPSs are hard to break, and transwarp is nice but not really necessary.

Proposal:

Have ships come in at their starbase instead of a planet.

Why Not:

One big reason is that a traitor SB could drag its entire team off into 3rd space, allowing an easy genocide by the other team. This isn't a problem in clued games, but it only takes one bozo.

It has some tactical problems, like making it impossible for the starbase to sneak around cloaked. Killing the starbase becomes easier or more difficult depending on where the new ships come in: newbies appearing right on top of the SB and exploding repeatedly will make it die faster, while clued players appearing a short distance away will increase its lifespan by providing a continual escort.

But, worst of all, it makes Ged happy.

You can avoid some of the problems by looking at SB docking permission or having people set a preference somehow, but the usual question needs to be answered: does this really enhance the game?

Incidentally, a little-known fact is that ships do NOT have to come in at the home planet. The server admin can specify a list of planets in the

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/35a84ea78ce38bdb/9bbd5514020d51fa

server .sysdef file, and have one chosen at random. This feature is rarely used though.

31) Ships should auto-repair at warp 0.

Problem:

It's really inconvenient to have to hit 'R' to repair. It should happen automatically. Also, it's tough to exit repair to fire weapons.

Proposal:

Have damaged ships auto-repair when they hit warp 0. Also, have repair mode deactivate when the player fires weapons.

Why Not:

The first part is really silly. If you can't hit 'R' then you need help, pure and simple. Most of the time I use 'R' when I want to go warp 0 anyway, because it's easier to hit (if you're used to hitting 'O', just map 'R' to 'O'... halfway home). This would only be an advantage when orbiting, and a minor one at best.

The second part can be implemented as a borgish feature (have repair blink off when firing) or by simply turning off repair until the user manually turns it on again. The first would change the game in a big way, because ships orbiting a fuel/repair planet could be firing and repairing constantly. The second allows you to come out of repair and start firing faster, which also represents a change to the game.

Both of these are really "Netrek for Morons(tm)" changes. The game *should* be a challenge to the player. Learning when to hit 'R' as you're coming in to orbit (yes, you can hit it before you stop moving) and how to turn repair mode off ...

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From: **ctso@umiacs.umd.edu (Carter T. Shock)**

Date: **22 Jul 1994 12:59:36 -0400**

Local: **Fri, Jul 22 1994 11:59 am**

Subject: **Re: rec.games.netrek Frequently Offered Clever Suggestions list, Part 2/2**

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In article <netrekFOCS.2_774845521@soda.berkeley.edu> tom@soda.berkeley.edu writes:
>A4) Appendix: How to propose a change

>First of all, if it's in here, don't post it to rec.games.netrek. It's in
>here for a reason: it was suggested, and died.

Hmmm... looks like the FOCS needs a little work. I can point out
a few that are implemented in most places.

Also, is there any interest in the 3 planet killer netrek mentioned
towards the end of the list? Seems a combo of the guzzler tourn.map
and a couple of well placed #ifdefs (or maybe a bot like mars and
puck?) could be implemented pretty easily. I'm willing to put it on
the to-do list after I fix the damn mars slot bug... that is,
if there's sufficient interest. (BTW: What happened to all
of those people screaming for a Sturgeon server? Player database
has maybe 80 entries in it...)

-Todd

--

```
|-----|  
| Carter T. Shock | University of Maryland |  
| ctso@umiacs.umd.edu | Institute for Advanced Computer Studies |  
| "Onward through the fog..." | #include <std/disclaimer.h> |
```

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