EXHIBIT H

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Windows Client

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Tatsuya Murase   View profile

Hide options   Sep 30 1994, 9:06 am

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Newsgroups: **rec.games.netrek**
From: **tots@shred.ugcs.caltech.edu (Tatsuya Murase)**
Date: **30 Sep 1994 08:51:27 GMT**
Local: **Fri, Sep 30 1994 3:51 am**
Subject: **Re: Windows Client**
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eer640@nwu.edu (Erick E. Robertson) writes:

>In article <mharvey.11.006AE7AB@cftnet.com>, mharvey@cftnet.com (Matt Harvey) says:

>>Is there a Windows client for Netrek or is there a way to play through telnet?
>If someone finds out, please tell me, too...

Two easy steps:

STEP ONE:
ftp to soda.berkeley.edu under /pub/netrek and ASCII get the file "NetrekFTP"
or read rec.answers, news.answers, as the FTP list will be found there as
well (amazing, these wonders of technology)

STEP TWO:
Sell your soul to a server god. Give him all your worldly possessions,
esp. your car and CDs.

VOLUNTARY STEP:
Email your sysadmin to keep the faq/ftplist on rec.games.netrek longer.

--tots
clueless server god
bradbert.ugcs.caltech.edu (shameless plug)

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Matt Harvey   View profile

Hide options   Sep 30 1994, 3:22 pm

Newsgroups: **rec.games.netrek**
From: **mharvey@cftnet.com (Matt Harvey)**
Date: **Thu, 29 Sep 1994 22:55:22 GMT**

Exhibit H-1

Local: **Thurs, Sep 29 1994 5:55 pm**
Subject: **Windows Client**
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Is there a Windows client for Netrek or is there a way to play through telnet?

```
+--------------+--------------------------------+
| /\/\athieux  |  mharvey@cftnet.com            |
+--------------+--------------------------------+
| "Don't care what people say - just follow your |
| own way. Don't give up and use the chance to   |
| Return to Innocence."    -* ENIGMA *-          |
+------------------------------------------------+
```

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Erick E. Robertson   View profile   Hide options Sep 30 1994, 10:23 pm

Newsgroups: **rec.games.netrek**
From: **eer640@nwu.edu (Erick E. Robertson)**
Date: **30 Sep 1994 04:36:57 GMT**
Local: **Thurs, Sep 29 1994 11:36 pm**
Subject: **Re: Windows Client**
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In article <mharvey.11.006AE7AB@cftnet.com>, mharvey@cftnet.com (Matt Harvey) says:

>Is there a Windows client for Netrek or is there a way to play through telnet?

If someone finds out, please tell me, too...

Erick E. Robertson
Northwestern University, Evanston, IL.   USA
eer640@nwu.edu

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Tyler Allison   View profile   Hide options Oct 1 1994, 12:39 am

Newsgroups: **rec.games.netrek**
From: **S1070235@cedarville.edu (Tyler Allison)**
Date: **Fri, 30 Sep 1994 12:42:42 GMT**
Local: **Fri, Sep 30 1994 7:42 am**
Subject: **Re: Windows Client**
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In article <36gjif$6b7@gap.cco.caltech.edu> tots@shred.ugcs.caltech.edu (Tatsuya Murase) writes:
>From: tots@shred.ugcs.caltech.edu (Tatsuya Murase)

Exhibit H-2

>Subject: Re: Windows Client
>STEP ONE:
>ftp to soda.berkeley.edu under /pub/netrek and ASCII get the file "NetrekFTP"
>or read rec.answers, news.answers, as the FTP list will be found there as
>well (amazing, these wonders of technology)
>STEP TWO:
>Sell your soul to a server god. Give him all your worldly possessions,
>esp. your car and CDs.

  Okay so whats your point? I think all of us that have posted questions
about CONNECTING VIA TELNET OR A PC COMPUTER!! (hello read that line again)
DONT HAVE ACCESS TO A SERVER. Okay now that Im done....

  Could anyone explain to all of us asking, how/if this can be done?

-Tyler

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Tatsuya Murase View profile   Hide options Oct 1 1994, 4:04 am

Newsgroups: **rec.games.netrek**
From: **tots@chop.ugcs.caltech.edu (Tatsuya Murase)**
Date: **30 Sep 1994 22:25:45 GMT**
Local: **Fri, Sep 30 1994 5:25 pm**
Subject: **Re: Windows Client**

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S1070235@cedarville.edu (Tyler Allison) writes:

> Okay so whats your point? I think all of us that have posted questions
>about CONNECTING VIA TELNET OR A PC COMPUTER!! (hello read that line again)
>DONT HAVE ACCESS TO A SERVER. Okay now that Im done....
> Could anyone explain to all of us asking, how/if this can be done?

The point being that by reading the FTP list you will come across
two (count them two!) clients for PCs running Windoze/Windows NT running
on some sort of telnet connection. There are _several_ clients
available for linux systems. If you don't know what the hell a client
is and why you need it to play netrek, then you should read the FAQ, because
I'm pretty sure Tom gives a description of netrek's client/server architecture.

Reading the FAQ/FTPlist, you can easily download a client for your computer
set it up, and run in under 45 minutes, if even that. If a client doesn't
exist at all for what you're running, or you're having some bugs or other
weird problems, contact the maintainer for that client (also listed in the
FTPlist) There are very _few_ architectures that do not have a client of
some sort compiled for them.

Please note in my post that step 1 invariably comes before the step
where you must grovel to a server god (heheheheh)

Exhibit H-3

but once again here's a site where you can ftp the faq/ftplist:

soda.berkeley.edu, look under /pub/netrek

--tots
clueless server god
bradbert.ugcs.caltech.edu

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Donald Tsang View profile   Hide options Oct 4 1994, 5:33 pm

Newsgroups: **rec.games.netrek**
From: **tsang@austin.ibm.com (Donald Tsang)**
Date: **Tue, 4 Oct 1994 18:09:09 GMT**
Local: **Tues, Oct 4 1994 1:09 pm**
Subject: **Re: Windows Client**
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In article <> S1070235@cedarville.edu (Tyler Allison) writes:

>>[slightly amusing and somewhat useful advice deleted]

> Okay so whats your point? I think all of us that have posted questions
>about CONNECTING VIA TELNET OR A PC COMPUTER!! (hello read that line again)
>DONT HAVE ACCESS TO A SERVER. Okay now that Im done....

I honestly don't think he understands what he's asking for.

Okay, let's start with:

   Netrek is a game played across the relatively-high-bandwidth lines
   of the "true" Internet. If you don't have FTP access, you're almost
   certainly SOL with respect to Netrek.

Continuing...

   It used to be that the ONLY POSSIBLE way to play Netrek on a Mac
   or PC was to run an X display on said Mac/PC, and run the binaries
   off a workstation or other high-powered (*) computer. Later, when
   PCs gained in power and connectivity, anyone running a PC with a
   unix-ish operating system with some sort of xxx/IP connection to the
   Internet was in luck. This still didn't help those people with
   DOS/Windoze/etc, or Mac people without MacSLIP/MacPPP access.

However,

   Some time ago, some smart people at UC Berkeley (**) wrote ndb,
   the Netrek Display Bridge. This allowed clients to be written which
   did the display and user interface stuff on the Mac / PC, and did
   the server communication on whatever it was your were dialed up to.

Exhibit H-4

With a good 14.4k connection, you'd be off and running.

Unfortunately,

   I don't think there are any "modern" PC-compatible clients.

So,

   You'll have to use Linux or FreeBSD, with SLIP or PPP, and run a
   real X client and stuff, OR you can get some WinSock program (like
   Trumpet WinSock), and run the new Win32 client. Either way, you'll
   need for the connecting side to support whatever xxx/IP protocol
   you install. Otherwise, you're still SOL.

But remember,

   Netrek will eat your life away. Just ask Duck...

 * obPCsAreLame
** obGoBears

--
Donald Tsang | "Life IS pain, Highness. Anyone who says differently is
tsang@austin.ibm.com | selling something."
                | -- The Princess Bride

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Jiang Wu View profile   Hide options Oct 8 1994, 12:20 am

Newsgroups: **rec.games.netrek**
From: **jwu@leland.Stanford.EDU (Jiang Wu)**
Date: **8 Oct 1994 00:36:02 GMT**
Local: **Fri, Oct 7 1994 7:36 pm**
Subject: **Re: Windows Client**

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In article <Cx5uFB.12yq@austin.ibm.com>,

>But remember,

>   Netrek will eat your life away. Just ask Duck...

Actually, Netrek will lead you to Christ. Just ask Duck...

-- Jiang

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End of messages

Exhibit H-5

http://groups.google.com/group/rec.games.netrek/browse_frm/thread/d6ecc5c095bf8a38

Exhibit H-6