

# APPENDIX I

# rec.games.netrek

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## Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted

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**Jonathan Shekter** [View profile](#)

[Hide options](#) Feb 11 1994, 5:21 am

Newsgroups: [rec.games.netrek](#)

From: [shekter@illuminati.io](mailto:shekter@illuminati.io) ([Jonathan Shekter](#))

Date: **11 Feb 1994 07:21:14 -0600**

Local: **Fri, Feb 11 1994 5:21 am**

Subject: **Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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I have written a port of BRM 3.0 pl3 to the Win32 API.

This is a full port, with the client code running entirely on the Windows machine. It is not a display server for NDB.

It comes in two flavours: a WinSock version for direct connections, and a version that uses a custom stub running on a Unix machine to route data (still being debugged.)

I require beta testers for the WinSock version, as my machine is not on the Internet.

Requirements:

- o A machine on the internet running either Windows NT, or Windows 3.1 with Win32s. (It is a full 32-bit NT binary but should run under Win32s.) If you do not have Win32s you can get it from [ftp.microsoft.com](http://ftp.microsoft.com), somewhere.
- o The appropriate WinSock DLL (which you already have if you are running the TCP/IP suite that comes with NT 3.1 or WFWG 3.11)
  - o A 1024x768 display. (It will actually\_run\_in lower res, but you wouldn't want to... on the bright side, it can use \*any\* bit depth of display, from 1 to 24 bits.)
  - o The ability to accurately report bugs and program behaviour

I have fully tested my graphics package and it seems to work beautifully. Since I have not modified any of the BRM code, the WinSock executable should, in theory, run fine, meaning this is the first actual Windows client. I am still working on the version that is used over the modem. Maybe a few days or a week until this beta surfaces - and I expect debugging to continue for some time afterwards.

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Other things of note:

The client is strictly non-RSA at this point. I will need to either make my own key or get in touch with the BRM people about the BRM 3 key.

A friend of mine has ported the INL server to Windows NT (sorry, no Win32s support here - you WILL need NT.) We would also like testers for this one. Expect problems, though, as it was a trickier port.

Mail me at shekter@io.com and I'll send you the binaries and preliminary docs (though, as I've mentioned, it\_is\_BRM, down to .xtrekc, command line args, window placement, everything...)

Regards,  
Jonathan Shekter, from Sunny Toronto, Canada

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**Ron Marosko** [View profile](#) [Hide options](#) Feb 11 1994, 12:31 pm

Newsgroups: [rec.games.netrek](#)  
From: [rmarosko@bcm.tmc.edu](mailto:rmarosko@bcm.tmc.edu) (Ron Marosko)  
Date: Fri, 11 Feb 1994 12:31:36  
Local: Fri, Feb 11 1994 12:31 pm  
Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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In article <2jg0oa\$In@iilluminati.io.com> shekter@iilluminati.io.com (Jonathan Shekter) writes:

- > o A machine on the internet running either Windows NT, or
- > Windows 3.1 with Win32s. (It is a full 32-bit NT binary but
- > should run under Win32s.) If you do not have Win32s you can
- > get it from ftp.microsoft.com, somewhere.

If anyone finds this Win32s thing before I do, please post the directory in which you found it. I've got an NT box to test on, but need the ability to test on my Win3.1 box as well.

Later...

Strike

#include <std disclaimer.h>

As usual, the views expressed here do not represent the views of the BCM management, staff, or any living person.

+-----+-----+

Ron Marosko	AKA Striker on several MU\*s.
The Computing Resource Center	Ex-God of TinyHorns MUSH
Baylor College of Medicine	Retired Admiral Striker of the
rmarosko@bcm.tmc.edu	original NetTrek server at



[http://groups.google.com/group/rec.games.netrek/browse\\_frm/thread/9400abb64afd9810/2ba31d76f61174d0](http://groups.google.com/group/rec.games.netrek/browse_frm/thread/9400abb64afd9810/2ba31d76f61174d0)

>: beautifully. Since I have not modified any of the BRM code, the  
>: WinSock executable should, in theory, run fine, meaning this is the  
>: first actual Windows client. I am still working on the version that is  
>: used over the modem. Maybe a few days or a week until this beta  
>: surfaces - and I expect debugging to continue for some time afterwards.

> I've seen cmlee playtesting his Windows/NDB client on bigbang and  
>calvin. Yours may be the first client running entirely on a windows  
>machine, but it is not the first client to allow play under Windows.  
>Credit where credit's due...

He probably means the first "regular" netrek client. I can agree with  
that. Winetrek would probably be the "first" NDB-client for Windows.  
And it will always remain an NDB-client (started out from the source  
of MacNetrek too, credit where credit's due...).

ObPlug: Winetrek is now in alpha version. Ftp at netcom9.netcom.com,  
pub/cmlee/Winetrek/Alpha/wntrk-a.1.zip.

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**Jonathan Shekter** [View profile](#) [Hide options](#) Feb 13 1994, 11:46 am

Newsgroups: **rec.games.netrek**  
From: **shekter@illuminati.io.com (Jonathan Shekter)**  
Date: **13 Feb 1994 13:46:39 -0600**  
Local: **Sun, Feb 13 1994 11:46 am**  
Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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In article <cmleeCL5psn.H3p@netcom.com> ,

- Show quoted text -

Yes, I do mean the first "regular" client. And I actually started  
on it a number of months ago, when it could have been the first client,  
period. But, I was delayed by a heart transplant. (I kid you not.)

I am still trying to get the modem version to work. Various  
people are testing the WinSock version and it seems to be "almost"  
working... it's slow as I can't test it myself. If anybody out there can  
tell me why a Unix terminal device would eat about half of the null  
characters that I'm writing out of it I could speed things up... right  
now I'm going nuts with the modem version as these nulls are randomly  
disappearing. In other words: calling all Unix grus! Help in the  
name of Netrek!

Jonathan Shekter, from Sunny Toronto, Canada

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**Chen-Ming Lee** [View profile](#)

[Hide options](#) Feb 13 1994, 11:06 pm

Newsgroups: [rec.games.netrek](#)

From: [cmlee@netcom.com](mailto:cmlee@netcom.com) (**Chen-Ming Lee**)

Date: **Mon, 14 Feb 1994 07:06:32 GMT**

Local: **Sun, Feb 13 1994 11:06 pm**

Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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In article <2jm02v\$466@illuminati.io.com> shekter@illuminati.io.com (Jonathan Shekter) writes:

- > I am still trying to get the modem version to work. Various
- > people are testing the WinSock version and it seems to be \*almost\*
- > working... it's slow as I can't test it myself. If anybody out there can
- > tell me why a Unix terminal device would eat about half of the null
- > characters that I I'm writing out of it I could speed things up... right
- > now I'm going nuts with the modem version as these nulls are randomly
- > disappearing. In other words: calling all Unix gurus! Help in the
- > name of Netrek!

Winetrek too, has been having a lot of modem problems lately. At least three of my alpha-testers reported difficulties. They could login to the network host, but once the action starts their modems just freeze (or freeze intermittently). Since Winetrek deals with the modem only through basic Windows Comm API it puzzles me why all these incompatibility exist (my Sportster 14.4 works fine).

After scrambling about reading in the various newsgroups I can only come up with a list of suspecting cause:

- Win3.1 COMMDRV DLL sucks. supposedly there's improved version in WFW 3.11 which I used.
- 16550 UART. needed (I think) to use 19200 or above serial port rate.
- turn on error correction. line noise kills.

Besides these there's nothing I can think of. If there's PC guru out there that's expert in serial communication, we, collectively, need your help desparately.

"Come join the Daaaaaarksiiiiide. Together we'll rule Neeeeeetreeeeek."

- Tom, lolo the Bard

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**Jiang Wu** [~{Nb=-~-}](#) [View profile](#)

[Hide options](#) Feb 14 1994, 9:39 am

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Newsgroups: [rec.games.netrek](#)  
From: [jiangwu@sickdog.CS.Berkeley.EDU](mailto:jiangwu@sickdog.CS.Berkeley.EDU) (Jiang Wu ~{Nb=-~})  
Date: **14 Feb 1994 17:39:56 GMT**  
Local: **Mon, Feb 14 1994 9:39 am**  
Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**  
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In article <cmleeCL7D2w.HBr@netcom.com>,

Chen-Ming Lee <cmlee@netcom.com> wrote:

> - turn on error correction. line noise kills.

You HAVE TO turn on error correction if you are connecting to ndb. There is NO software error detection/correction in ndb or its clients. If you don't get error free bytes off the serial line, you will crash and burn. For MacNetrek, noise in the serial line means death to your Mac (reboot). I suspect the same is true for Winetrek on Windows.

-- Jiang

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[Hide options](#) Feb 14 1994, 2:34 pm

Newsgroups: [rec.games.netrek](#)  
From: [josh@pogo.cqs.washington.edu](mailto:josh@pogo.cqs.washington.edu) (doc)  
Date: **14 Feb 1994 22:34:08 GMT**  
Local: **Mon, Feb 14 1994 2:34 pm**  
Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**  
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[jiangwu@sickdog.CS.Berkeley.EDU](mailto:jiangwu@sickdog.CS.Berkeley.EDU) (Jiang Wu ~{Nb=-~}) writes:

> In article <cmleeCL7D2w.HBr@netcom.com>,  
> Chen-Ming Lee <cmlee@netcom.com> wrote:

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> You HAVE TO turn on error correction if you are connecting to ndb. There is NO software error detection/correction in ndb or its clients. If you don't get error free bytes off the serial line, you will crash and burn.

True enough, but you also have to disable compression to get reasonable response using MacNetrek/ndb. Is the same true for Winetrek?

Almost worth getting a color monitor and 3-button mouse for my mac...

(ex) doctor

--

[http://groups.google.com/group/rec.games.netrek/browse\\_frm/thread/9400abb64afd9810/2ba31d76f61174d0](http://groups.google.com/group/rec.games.netrek/browse_frm/thread/9400abb64afd9810/2ba31d76f61174d0)

Josh Hayes [josh@cqs.washington.edu](mailto:josh@cqs.washington.edu)  
Tongith I am coking squid.

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**Eric MeHIHaFf** [View profile](#) [Hide options](#) Feb 14 1994, 9:44 pm

Newsgroups: [rec.games.netrek](#)  
From: [mehlhaff@soda.berkeley.edu](mailto:mehlhaff@soda.berkeley.edu) (Eric MeHIHaFf)  
Date: 15 Feb 1994 05:44:46 GMT  
Local: Mon, Feb 14 1994 9:44 pm  
Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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In article <2jod1c\$mmdm@agate.berkeley.edu>, Jiang Wu ~{Nb=-~} <jiangwu@sickdog.CS.Berkeley.EDU> wrote:

>In article <cmleeCL7D2w.HBr@netcom.com>, >Chen-Ming Lee <cmlee@netcom.com> wrote:

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>For MacNetrek, noise in the serial line means death to your Mac (reboot). >I suspect the same is true for Winetrek on Windows.

For what its worth, I was having error problems with my initial attempt at a raw modem netrek client for the amiga. The netrek protocol does NOT like having packets corrupted, especially the critical login/death ones!

-- Eric mehlhaff "The Borg have neither honor nor courage.  
[mehlhaff@ocf.berkeley.EDU](mailto:mehlhaff@ocf.berkeley.EDU) \_That\_ is our greatest advantage." -Worf  
[@soda.berkeley.edu](mailto:@soda.berkeley.edu)

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**Chen-Ming Lee** [View profile](#) [Hide options](#) Feb 15 1994, 5:03 am

Newsgroups: [rec.games.netrek](#)  
From: [cmlee@netcom.com](mailto:cmlee@netcom.com) (Chen-Ming Lee)  
Date: Tue, 15 Feb 1994 13:03:19 GMT  
Local: Tues, Feb 15 1994 5:03 am  
Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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In article <2jou90\$ciq@news.u.washington.edu> [josh@pogo.cqs.washington.edu](mailto:josh@pogo.cqs.washington.edu) (doc) writes:  
> > [...]

[http://groups.google.com/group/rec.games.netrek/browse\\_frm/thread/9400abb64afd9810/2ba31d76f61174d0](http://groups.google.com/group/rec.games.netrek/browse_frm/thread/9400abb64afd9810/2ba31d76f61174d0)

>True enough, but you also have to disable compression to get reasonable  
>response using MacNetrek/ndb. Is the same true for Winetrek?

Well, I could play with compression \*on\* at 5 updates/sec, but better with it \*off\*. I have USRobotic Sportsters 14.4ext with serial port rate set to 19200. But I also have ATI GUJ graphic cards with pretty fast BitBit speed (< 7 ms for bitblt the tactical window). So I tend to run up the screen refresh rate from 2x to as high as 4x the NDB update rate. That helps keeping my screen display synched closer to the NDB updates.

But the general tip for conserving modem bandwidth is to always turn off warning messages whenever you don't need it. Also if you start seeing macros studs sending 5x80 chars of ASCII pictorials depicting human anatomies to the all-board, be sure turn "to all" message off as well. It's much easier for NDB-clients to swallow a mist of torps than those pictorials.

- Tom, Iolo the Bard

--  
cmlee@netcom.com, cmlee@soda.berkeley.edu

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**Jiang Wu** ~{Nb=-~} [View profile](#) [Hide options](#) Feb 15 1994, 9:48 am

Newsgroups: [rec.games.netrek](#)

From: [jiangwu@sickdog.CS.Berkeley.EDU](mailto:jiangwu@sickdog.CS.Berkeley.EDU) (Jiang Wu ~{Nb=-~})

Date: 15 Feb 1994 17:48:57 GMT

Local: Tues, Feb 15 1994 9:48 am

Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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In article <cmleeCL9o9K.Axp@netcom.com>,

Chen-Ming Lee <cmlee@netcom.com> wrote:

>But the general tip for conserving modem bandwidth is to always turn  
>off warning messages whenever you don't need it. Also if you start

Warning messages in ndb ought to be fixed to use short packet type warnings.  
Someone should add short packet support to ndb.

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>human anatomies to the all-board, be sure turn "to all" message off as

Ban multi-line macros. Have the netrek server accept only one message from each player per one second. Multi-line macros not only causes modem players grief but also adds more unnecessary traffic and causes lag for regular netrek clients.

[http://groups.google.com/group/rec.games.netrek/browse\\_frm/thread/9400abb64afd9810/2ba31d76f61174d0](http://groups.google.com/group/rec.games.netrek/browse_frm/thread/9400abb64afd9810/2ba31d76f61174d0)

I usually play while receiving only 'to self' and 'to team' messages. It can still be very annoying when some twink SB on your team sends 4-5 distress just to show that s/he carries 1 army.

>well. It's much easier for NDB-clients to swallow a mist of torps  
>than those pictorials.

This should be fixed as well so that certain messages are ignored in during high traffic updates. Kill messages can certainly be avoided.

-- Jiang

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[joseph rumsey](#) [View profile](#) [Hide options](#) Feb 15 1994, 11:40 am

Newsgroups: [rec.games.netrek](#)

From: [jrumsey@csld.ucr.edu](mailto:jrumsey@csld.ucr.edu) (Joseph rumsey)

Date: 15 Feb 1994 19:40:23 GMT

Local: Tues, Feb 15 1994 11:40 am

Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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Jiang Wu ~{Nb--~} (jiangwu@sickdog.CS.Berkeley.EDU) wrote:

: In article <cmleeCL9o9K.Axp@netcom.com> ,

: Chen-Ming Lee <cmlee@netcom.com> wrote:

:>

:>But the general tip for conserving modem bandwidth is to always turn  
:>off warning messages whenever you don't need it. Also if you start

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:>than those pictorials.

: This should be fixed as well so that certain messages are ignored in  
: during high traffic updates. Kill messages can certainly be avoided.

Kill messages are also improved with short packets. Just a few

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bytes are sent, who died, who killed them, and how many armies. The client fills in the text. And if I'm not mistaken, it uses that same packet to update kills on the playerlist.

-Joe

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**Alec Habig** [View profile](#) [Hide options](#) Feb 15 1994, 12:55 pm

Newsgroups: [rec.games.netrek](#)

From: [ahabig@bigbang.astro.indiana.edu](mailto:ahabig@bigbang.astro.indiana.edu) (Alec Habig)

Date: Tue, 15 Feb 1994 20:55:43 GMT

Local: Tues, Feb 15 1994 12:55 pm

Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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[jiangwu@sickdog.CS.Berkeley.EDU](mailto:jiangwu@sickdog.CS.Berkeley.EDU) (Jiang Wu ~{Nb=-~}) writes:

>Ban multi-line macros. Have the netrek server accept only one message from  
>each player per one second. Multi-line macros not only causes modem players  
>grief but also adds more unnecessary traffic and causes lag for regular  
>netrek clients.

Look, guys, I hate to say it again (been saying it far too often recently), but Botelle has a good idea here. Have multi-line macros be flagged by the sending client as such.

People or servers can then set ignore multi-line macros on or off.

Heiko, is there room in the S\_P messages for an extra flag bit?

Alec  
(Entropy)

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**d james stein** [View profile](#) [Hide options](#) Feb 15 1994, 4:31 pm

Newsgroups: [rec.games.netrek](#)

From: [dstein@cis.ohio-state.edu](mailto:dstein@cis.ohio-state.edu) (d james stein)

Date: 15 Feb 1994 19:31:15 -0500

Local: Tues, Feb 15 1994 4:31 pm

Subject: **Re: Beta testers for port of BRM 3.0 to Win 3.1 / NT wanted**

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!!!!

I used to play this game CONSTANTLY (Netrek) but hiking to the lab got to be a pain.

An IBM client (Windows or anything else) would be incredible. (So would the drop in my GPA but that's not the point : )

[http://groups.google.com/group/rec.games.netrek/browse\\_frm/thread/9400abb64afd9810/2ba31d76f61174d0](http://groups.google.com/group/rec.games.netrek/browse_frm/thread/9400abb64afd9810/2ba31d76f61174d0)

Any news? WHERE can I get this? PLZ email me!

- Jim

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