

Networking Dome Wars

This version of Dome Wars supports networking for PPC computers using Apple's NetSprocket. I have heard rumors that a 68k version will be available soon. When this happens I will make any changes that are needed and re-release the game. Don't ask me when this is going to happen, I don't know.

There are many good FAQ's on the web. Ambrosia software maintains a set of pages with all the information you could ever want. Check that out at:

<http://www.ambrosiasw.com/netgames/>

Here you can get information on what you need to do in order to set up your own network. Although I may be able to answer your questions, I really don't want to provide technical support for users setting up networks. However, if there is a game specific problem, let me know.

How to play

To begin you need to be connected to a network of some sort. (See above.) Once you have done that you can either join or host a game. If you are joining a game, you just choose "join game" from the file menu. This will give you the option to play over appletalk or the internet. Enter any appropriate info, and you should be off.

If you are hosting a game, you need to decide how many people will play, and if there will be any computer players. First, begin a game like normal, except use as many network players as you would like to play with. Don't worry about naming these players, they will name themselves when they enter the game.

At this point, you will be able to set your game options:

These options should be self-explanatory, with one exception. If you choose to play for a certain number of kills or round wins, the number of rounds set in your preferences will override how many rounds it takes to get the desired number of kills. So, if you specify that you are only playing one round, but you want 20 kills to win, the game will still end after one round. You can change the number of rounds you will play from the chat screen.

After you have selected your options here, you are ready to select the network options:

his is where you select what networks the game will be played over, and if the game will have a password. **Important Note:** When hosting a game, you should play on the machine. The name typed in here will be used when you chat, but it will not necessarily be the name of one of the computer players.

You are now ready for people to join the game. You should be presented with the following window:

his is where you meet before and after games to talk about whatever pleases you. Once all the players have joined, "Begin Game" will turn yellow, and you can click on it to begin the game. Otherwise you can type messages to your heart's content until you are ready. Once you have begun the game, you play as regularly, with people around the world controlling your opponents.

Play notes (important extras)

You can send messages back and forth in the game just by typing them. However, since most messages contains spaces, the space bar no longer fires. The return/enter keys still will fire, though. So, to send a message when it is your turn, use the ` key. (Usually in the upper left corner of the keyboard.) If you are waiting for another user to go, the return key will work as expected.

If you would like to include color in your message, you can do so by option+NUN where NUM is a number 0-9. Text typed after this will correspond to the color of the tanks in the game. (ie 1 = gray, 2 = blue, etc.)

I decided to not allow guidance or custom weapons in a networked game. (Too easy to kill each other this way.) Please let me know your comments on this. I can add these as options for each game, if people would be interested.

Finding Opponents

If you are interested in finding opponents to play over the internet, probably the best place to find them is over irc. You can use a program called Ircle to join the #macnetgames. Ircle is available from <http://www.xs4all.nl/~ircle>

As other, more specific ways to find Dome Wars players crop up, I will have a list methods to find players on my home page at <http://www.csua.berkeley.edu/~nathanst/DomeWars.html>

I may even pop around these sites every once in a while. Who knows, you might even be able to play against me. However, you must remember that although I spend a lot of time writing & debugging the game, I am not as good/practiced as I could be, so you might very well beat me. (And it won't really be something to boast about.)