

---

Subject: C64 Yahtzee client

Posted by [Daniel England](#) on Mon, 21 Oct 2019 13:23:30 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Heyas!

Its been a while since I've had anything to post about but I think I've finally got something...

I've been working on a client/server version of the game Yahtzee! and building a C64 client for it. The C64 client can now play the game!

Its a touch "glitchy" and it doesn't do everything yet but you can play through a game.

You can find it on GitHub at <https://github.com/M3wP/M3wPYahtzee>

I have provided a GUI server for Win32 and a CLI version for Linux64 although you could compile a CLI version for Windows, too. The Windows versions run fine under WINE, it seems.

Currently, the C64 client requires an ETH64 or RR-Net (or compatible) device to play. You are able to emulate the RR-Net in VICE.

There is mouse support and using the mouse makes the game very nice to play. Please consult the readme.md document for a brief run-down on how to play.

You should be aware that there seems to be a bug in VICE where if you exit VICE while connected, a zombie connection is left behind. I'll try to communicate this to the VICE team.

I'd love to hear from anyone trying this on a real machine or the TurboChameleon. I haven't been able to test these, as yet.

Also, I'd love to hear from anyone with Delphi Enterprise 10.1 or 10.2 who can compile a native Linux FMX client and server or someone with cross development tools for iOS/Mac. If you can give me those binaries, I'd love you long time. Hehe!

There is going to be a "permanent" server hosted for play too but I'll hold off on posting about this for now. There are a couple of things I want to do before I make that public and want to confirm with the host provider that its okay to do so.

Please enjoy!

Daniel.

---

---

Subject: Re: C64 Yahtzee client

Posted by [Martin Brunner](#) on Tue, 05 Nov 2019 12:52:20 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Daniel England schrieb:

> I've been working on a client/server version of the game Yahtzee! and building a C64 client for it. The C64 client can now play the game!

That's interesting. :)

If you plan to add support for WiFi modems, I could help you with testing there.

---

---

Subject: Re: C64 Yahtzee client  
Posted by [Daniel England](#) on Wed, 06 Nov 2019 00:23:55 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

> If you plan to add support for WiFi modems, I could help you with testing there.

Modem support is some time off, unfortunately.

There currently isn't any "internet packet driver" for them that I'm aware of. We are looking into developing one but as I say, it is some time off.

If you have any further information, I'd love to hear about it!

Daniel.

---

---

Subject: Re: C64 Yahtzee client  
Posted by [Daniel England](#) on Wed, 06 Nov 2019 00:27:10 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Oh, I forgot!

I can make information about the permanent hosting public now.

There is a server running at play-classics.net 24/7 which you can connect to. The new versions of the clients are set to use this host by default now.

We have also extensively tested the C64 client on real hardware (using a 64NIC+) and it works great!

Thanks!

Daniel.

---