
Subject: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Anonymous](#) on Tue, 08 Oct 2013 01:40:27 GMT

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Originally posted by: ragoonan

I was wondering if anyone has had any luck getting Artillery Duel to run on WinVICE with the ethernet settings option. This is the first time we have tried this. I'm using VICE v2.4 now. And I have WinPcap installed as per the instructions from the thread below. Someone at the thread below, Bago Zonde, confirmed the same problem. I suggested we start this new thread on Lemon64 in hopes someone may have a solution. Also, it was suggested to post here on comp.sys.cbm for anyone else that frequents this group.
<http://www.lemon64.com/forum/v...282#596282>

We made double sure that our network connections are working properly using our original C64's. I'm in Pittsburgh and Arkaxow is in NJ. We both use the C64NIC+ carts. We can connect on the network without problems with Artillery Duel and play multiple rounds without any glitches.

We gave it a try with VICE -- multiple times, each time checking the various setups, configurations, etc -- but to no avail. I'm running VICE as the 2nd player and Arkaxow is still running his C64 as the server. So I'm always having to connect to the server to start the game. VICE kept hanging at the same point in the game.

We can see that my instance of VICE is communicating over the network with the C64 by Arkaxow. When he is setup as the server, you get a status message on the screen showing who is connecting to your server, and the Player Name and IP addr are shown correctly. Thereafter, the next status message on the server screen displays "replying...." Yet, it hangs immediately at this point in the game.

We're not sure yet which of the two computers might be hanging. But it's consistent. One other test that Bago Zonde will try is to attempt to connect over the network with two VICE machines running Artillery Duel. So we're waiting to hear from him on that.

Dan
Ragoonan

Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Andreas Kohlbach](#) on Tue, 08 Oct 2013 20:03:58 GMT

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ragoonan@gmail.com wrote on 07. October 2013:

>

> I was wondering if anyone has had any luck getting Artillery Duel to
> run on WinVICE with the ethernet settings option. This is the first
> time we have tried this. I'm using VICE v2.4 now. And I have WinPcap
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> it's consistent. One other test that Bago Zonde will try is to attempt
> to connect over the network with two VICE machines running Artillery
> Duel. So we're waiting to hear from him on that.

Not exactly. I try to get somebody to play a C64 game over the internet with me. Also thought of Artillery Duel, since speed would be an issue (is very bad).

Problem here was to find "somebody" so far. Asked some people I know from chat and other friends. Most said it sounds interesting, but then no one ever makes time for that.

For the record. I had once two Linux (Debian and Ubuntu) machines connected via VICE on it, and apparently it worked. The connection was over local WLAN. But already very slow from response times.

--

Andreas

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Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Spiro Trikaliotis](#) on Wed, 09 Oct 2013 18:46:10 GMT

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Hello,

On 2013-10-08, ragooman@gmail.com <ragooman@gmail.com> wrote:

> I was wondering if anyone has had any luck getting Artillery Duel to
> run on WinVICE with the ethernet settings option. This is the first
> time we have tried this. I'm using VICE v2.4 now. And I have WinPcap
> installed as per the instructions from the thread below. Someone at
> the thread below, Bago Zonde, confirmed the same problem. I suggested
> we start this new thread on Lemon64 in hopes someone may have a
> solution. Also, it was suggested to post here on comp.sys.cbm for
> anyone else that frequents this group.
> <http://www.lemon64.com/forum/v...282#596282>

It might help if you would add an URL that actually works. The "..."
suggests that some tool on your side has messed with the URL while
copy-n-pasting.

As I am the one who has written the networking support in VICE, I have
to tell you that VICE does not support all of the features of the
cs8900a networking chip. I do not know "Artillery Duel"; anyhow, if it
needs any "sophisticated" features, chances are that this specific part
of the program is not emulated at all.

Regards
Spiro

Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Andreas Kohlbach](#) on Wed, 09 Oct 2013 22:32:24 GMT

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Spiro Trikaliotis wrote on 09. October 2013:

>
> As I am the one who has written the networking support in VICE, I have
> to tell you that VICE does not support all of the features of the
> cs8900a networking chip. I do not know "Artillery Duel"; anyhow, if it
> needs any "sophisticated" features, chances are that this specific part
> of the program is not emulated at all.

VICE uses/emulates a "networking chip"? I thought it would just sit upon
the internet connection of the host.

I wanted to read something about it, but viceteam.org is currently
timing out.

--

Andreas

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Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Spiro Trikaliotis](#) on Thu, 17 Oct 2013 18:45:51 GMT

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On 2013-10-09, Andreas Kohlbach <oct13.9.ankman@spamgourmet.com> wrote:

> Spiro Trikaliotis wrote on 09. October 2013:

[...]

>> to tell you that VICE does not support all of the features of the

>> cs8900a networking chip.

> VICE uses/emulates a "networking chip"?

It depends upon what we are speaking. ;)

I am speaking about the networking support like "The Final Ethernet"

(TFE, <http://dunkels.com/adam/tfe/>) or RR-Net

(http://www.vesalia.de/e_rrnet.htm) or their clones

(64NIC+ <http://www.go4retro.com/products/64nic/>, NET64

<http://www.harbaum.org/till/c64/index.shtml>)

These all rely on the CS8900a networking chip.

When I wrote my post, I totally forgot that VICE has a second networking option which allows to connect two running VICE instances so it appears as if you would sit on the same machine. This is not what I meant.

> I thought it would just sit upon

> the internet connection of the host.

As I just searched for Artillery Duel and found that one

http://en.wikipedia.org/wiki/Artillery_Duel, claiming that the program

was written in 1983, I am sure we are speaking about different things. I

am sorry for any confusion.

Regards

Spiro

Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Computer Nerd Kev](#) on Thu, 31 Oct 2013 23:08:29 GMT

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On 18 Oct 2013, Spiro Trikaliotis wrote:

- > As I just searched for Artillery Duel and found that one
- > http://en.wikipedia.org/wiki/Artillery_Duel, claiming that
- > the program was written in 1983, I am sure we are speaking
- > about different things. I am sorry for any confusion.

I've never used it, but here's the page for the networked version:

<http://www.jammingsignal.com/leif/commodore/duel/index.html>

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#_ < | \ | < _#

Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Andreas Kohlbach](#) on Fri, 01 Nov 2013 00:10:43 GMT

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Computer Nerd Kev wrote on 31. October 2013:

- >
- > On 18 Oct 2013, Spiro Trikaliotis wrote:
- >
- >> As I just searched for Artillery Duel and found that one
- >> http://en.wikipedia.org/wiki/Artillery_Duel, claiming that
- >> the program was written in 1983, I am sure we are speaking
- >> about different things. I am sorry for any confusion.
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- > I've never used it, but here's the page for the networked
- > version:
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I still wonder why no one wants to try the built-in network option of VICE. Is that called "RR-Net"?

Anyway, I was able to run VICE (as "master" and "slave") on two (Linux) machines in the local net. And was playing Save New York. Seems even in the local net it lags a lot and it's not possible to play a game where two people act at the same time.

But for Artillery Duel or others games based on "draw by draw" or how you want to call it, it should be no problem.

Anyone wants to test it with me at the weekend?

--

Andreas

Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Spiro Trikaliotis](#) on Tue, 12 Nov 2013 20:09:56 GMT

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On 2013-11-01, Andreas Kohlbach <oct13.9.ankman@spamgourmet.com> wrote:

> Computer Nerd Kev wrote on 31. October 2013:

> I still wonder why no one wants to try the built-in network option of
> VICE. Is that called "RR-Net"?

Yep. TFE ("The Final Ethernet") or "RR-Net". (Both differ only in a very small detail).

> Anyway, I was able to run VICE (as "master" and "slave") on two (Linux)
> machines in the local net. And was playing Save New York. Seems even in
> the local net it lags a lot and it's not possible to play a game where
> two people act at the same time.

That's a pity. It would be interesting if this problems occurs only in VICE (which would indicate a problem there), or if this also occurs with a real setup.

Regards
Spiro

Subject: Re: WinVICE Network support - anyone get Artillery Duel to work ?

Posted by [Andreas Kohlbach](#) on Tue, 12 Nov 2013 22:08:07 GMT

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Spiro Trikaliotis wrote on 12. November 2013:

>
> On 2013-11-01, Andreas Kohlbach <oct13.9.ankman@spamgourmet.com> wrote:

>
>> Anyway, I was able to run VICE (as "master" and "slave") on two (Linux)
>> machines in the local net. And was playing Save New York. Seems even in
>> the local net it lags a lot and it's not possible to play a game where
>> two people act at the same time.

>
> That's a pity. It would be interesting if this problems occurs only in
> VICE (which would indicate a problem there), or if this also occurs with
> a real setup.

I played this game with a friend over and over again in the 80s on the

real machine without a problem.

Hence I was also trying other games via network in VICE (same machines involved, so that it might be possible the lagging problem is completely on my side), which also lagged (what you did on one machine showed about 1-2 seconds later on the other machine) it's not the fault of the game itself.

Nobody wants to test using VICE's network option to play a game on two machines at the same time? Would be interesting to know if they also experience lagging.

--

Andreas

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