

omplied by Dave Kramer

I have a bit or two of ModemPlay news that I ferreted out myself this month.

If you're trying to find someone in your calling area to play modem Doom with, try contacting RaymanJ@aol.com (or WhiteTiger@eworld.com). He's started an address book for MacDoomers.

To participate, just send in:

- * Your real name
- * An Internet e-mail address
- * Your phone # with area code
- * Your city and state
- * Type of Doom game
- * Whether you're a Mac or PC user

Also, there's a shareware program I stumbled across on eWorld called NetLink Remote 1.0. Its author, Joe Kloss, claims that it can create network connections over the modem, like AppleTalk Remote Access (ARA), but "much faster than ARA for real time modem games. In most cases, it will be faster than LocalTalk with AppleTalk games."

This, in theory at least, means you could play three or four player deathmatches via modem, if the other players are logged into the same network.

Netlink Remote is a \$10 shareware Control Panel, so I'm a tad bit skeptical. The author claims it works with Marathon and F/A-18 Hornet. I don't have the time or inclination to check it out firsthand. But if you're game, give it a go and report back, OK?

You can find more info at:

<http://www.amug.org/~marathon/netlink/>

The other news I have for you is that Alexander Stein plans to take over the ModemPlay column next month. But he needs some help first.

Here, read for yourself:

From: Alexander Stein <ToutSuite@aol.com>
To: MDR
Subject: I need help!

I am ready to start research/writing on an article about playing Doom and other games over the Internet, but I will need some help to do so.

I think I have compiled a list of the various ways to try playing Doom, and am now ready to begin testing them for speed and reliability. However, it is very difficult to find anyone interested in trying these methods with me. (I have no idea why, other than I guess most Mac users don't use the Internet too much, or maybe they aren't interested... Whatever.)

In any case, if you want to place some sort of notice in MDR#4, I am looking for the following qualifications:

- * Power Mac preferred.
- * 28.8K-bps modem preferred, but 14.4K-bps will suffice.
- * PPP or SLIP dial-up connection to the Internet. (If they also have access to a shell account, even better.)
- * A working knowledge of Net terms and services, including but not restricted to IRC (essential), and IP addresses.
- * Lots of patience and free time.

Anyone interested should contact me at toutsuite@aol.com, and with any amount of luck, I should have enough data ready to have an article on your desktop by the MDR#5 deadline.

Finally, I would like to investigate ways to play Doom against IBMers over the net -- but I realize not many are likely to read MDR. However, if any of your readers have access to a set-up similar to the one above, but with an IBM, please have them e-mail me as well.

Thanks, and let's hope we can get some results!

Alexander Stein

From: Steve Ethier <ethier@novell.com>
To: comp.sys.mac.games.action
Subject: MacIPX

MacIPX does in fact work with Open Transport. It just doesn't support the Open Transport programming interfaces. I'm running MacIPX on my 9500 now as I type this.

MacIPX can be "tunneled" over AppleTalk, or it can be run directly on Ethernet or Token Ring. When you say "AppleTalk," do you mean the cabling or the actual protocol? If you mean the cabling, and you really mean LocalTalk cabling, MacIPX will not work properly unless you are running some IPX gateway software which translates between IPX and AppleTalk. As far as I know, this gateway software only runs on NetWare servers at this time.

Your simplest solution by far, in my opinion, is to get the two computers hooked together by Ethernet. When you do this, you simply run IPX directly on the Ethernet. AppleTalk zones never come into play for this configuration.

Steve Ethier

From: Steve Jessup <Steve.Jessup@educ.utas.edu.au>
To: comp.sys.mac.games.action
Subject: Telnet tool for Doom over internet

I was looking through my handy Internet Starter Kit book when I found information on a free Telnet tool that might possibly work with Doom II over the Internet. Its available in the CTB directory of the COMM directory on Info-Mac, called TGE TCP Tool.

Steve Jessup

end your ModemPlay tips to Alexander Stein at toutsuite@aol.com.