warlords 2 clone

Posted by benasselstine - 01 Mar 2011 00:22

Hi,

I've been making some big changes to my WL2 clone "LordsAWar!".

Here's a video that demonstrates how network play is coming along.

tinyvid.tv/show/1ho211le3ds4s

and if that site doesn't work for you, you can get the video here:

www.lordsawar.com/lw-network-play.avi

Thanks for linking to the LordsAWar! project from the main page! I appreciate it.

If there are any windows programmers out there who would like to help port the game to windows, that would make my YEAR.

cheers,

Ben

==========

Re: warlords 2 clone

Posted by KGB - 03 Mar 2011 10:14

Ben,

Thanks for personally stopping by and giving an update on your Warlords 2 clone.

The network play definitely looks like it's shaping up nicely. Will there ever be a PBEM option for those that can't play online for hours at a time?

KGB

==========

Re: warlords 2 clone

Posted by benasselstine - 03 Mar 2011 18:34

_____

There is already a PBEM mode, although it could be better. For starters, the game doesn't do the actual mailing of the file. And secondly when you start up that file you received by mail, you don't get to watch the other players make their moves. I guess if you're playing with a hidden map, this is a moot point.

Network play doesn't require you to stay in the game for hours at a time. I made it so people can come into the agme and leave at any time. However if you leave, you don't get to watch everyone else's turn as they make their moves.

==========