
Subject: omg woot C&C 95 multiplayer works!
Posted by [Sir Kane](#) on Thu, 30 Dec 2004 01:22:01 GMT
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Yes, with all my leetness I finally got it to work.

Been working on that for a while now and got it to work today at 02:00.
Just needs some optimizing/cleaning and it's read to be released.

Below is a screenshot of it.
Don't get irritated by the "Win95" there. Just installed it in a virtual PC so I could test it.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Kushan](#) on Thu, 30 Dec 2004 01:29:13 GMT
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Dude....I love you....

bows before Kane's 1337ness

Subject: omg woot C&C 95 multiplayer works!
Posted by [Majiin Vegeta](#) on Thu, 30 Dec 2004 02:21:06 GMT
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thats very cool
nice work!
will you be releasing this?
i would love to try this game multiplayer

i r dumbass

Quote:Just needs some optimizing/cleaning and it's read to be released.

Subject: omg woot C&C 95 multiplayer works!
Posted by [knight1b](#) on Thu, 30 Dec 2004 02:35:19 GMT
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LOL guess what if you didnt know C&C Gold had multiplayer

Subject: omg woot C&C 95 multiplayer works!
Posted by [bigejoe14](#) on Thu, 30 Dec 2004 02:57:47 GMT
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I must have that!

Subject: omg woot C&C 95 multiplayer works!
Posted by [Dethdeath](#) on Thu, 30 Dec 2004 03:00:43 GMT
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The original MP for C&C was really sucky, you had to call the person you wished to play with using your modem and then play with that crappy connection

Really looking forward to seeing this finished

Subject: omg woot C&C 95 multiplayer works!
Posted by [cowmisfit](#) on Thu, 30 Dec 2004 03:18:45 GMT
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^^ your a jackass , even tho it may have been dumb guess what THATS HOW IT WAS THEN, what did you expect to get on and play on speed no lag omg lik 2006 type online and graphics??

That game was great, it was a fucking master peice that made me love computers and love gaming, and most of all love command and conquer. I got lots of great memories from all those years ago playing that game. /me thinks of ol' days.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Renx](#) on Thu, 30 Dec 2004 03:32:00 GMT
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Yet despite all that, the system for MP back then still sucked. Doesn't matter how great the game was, MP was still a hassle. This little tool will let us do easily what we wanted to do before.

Subject: omg woot C&C 95 multiplayer works!
Posted by [z310](#) on Thu, 30 Dec 2004 04:25:19 GMT
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<3 Nice Nice <3

I loved that game; As I was a little kid playing it it spreaded my mind into the gaming world.
Nice!

Subject: omg woot C&C 95 multiplayer works!
Posted by [Dethdeath](#) on Thu, 30 Dec 2004 05:15:05 GMT
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RenxYet despite all that, the system for MP back then still sucked. Doesn't matter how great the game was, MP was still a hassle. This little tool will let us do easily what we wanted to do before. Exactly what I meant, I never said C&C sucked, I loved the game.
I don't get why you had to bring up graphics cowmisfit, you're the jackass here.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Vitaminous](#) on Thu, 30 Dec 2004 05:47:15 GMT
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RenxYet despite all that, the system for MP back then still sucked. Doesn't matter how great the game was, MP was still a hassle. This little tool will let us do easily what we wanted to do before.

Oh I can tell you've never played their version of Monopoly.

Subject: omg woot C&C 95 multiplayer works!
Posted by [sniper12345](#) on Thu, 30 Dec 2004 06:29:55 GMT
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<http://www.planetcnc.com/features/techtroopers/tibdawnOverTCP/>

Subject: omg woot C&C 95 multiplayer works!
Posted by [icedog90](#) on Thu, 30 Dec 2004 07:34:18 GMT
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How come I remember playing C&C Gold online without having to "call someone over the internet"? It was Westwood Online and you joined 1 vs 1 games.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Sir Kane](#) on Thu, 30 Dec 2004 08:53:05 GMT
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sniper12345<http://www.planetcnc.com/features/techtroopers/tibdawnOverTCP/>
Which has a player limit of 2 and emulating com ports is fagry in general.

Subject: omg woot C&C 95 multiplayer works!
Posted by [drunkill](#) on Thu, 30 Dec 2004 09:19:17 GMT

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Say... will this work with the Dos version *hopes*

Subject: omg woot C&C 95 multiplayer works!
Posted by [Blazer](#) on Thu, 30 Dec 2004 10:42:48 GMT

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This was already possible with programs that tunnel IPX over IP, such as Kali.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Sir Kane](#) on Thu, 30 Dec 2004 11:29:10 GMT

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Which would work if windows XP supported thunk connecting to 16bit crap, which it doesn't. So you need to replace the dll.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Xtrm2Matt](#) on Thu, 30 Dec 2004 11:35:17 GMT

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He's too leet.

Subject: omg woot C&C 95 multiplayer works!
Posted by [Starblade_28](#) on Tue, 11 Jan 2005 01:51:11 GMT

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So any news on how to get multi to work in C&C95??

Subject: omg woot C&C 95 multiplayer works!
Posted by [Jecht](#) on Tue, 11 Jan 2005 02:54:15 GMT

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I so want C&C_95, but I lost it and never found it again. It was teh game that made me love the C&C series.

Subject: omg woot C&C 95 multiplayer works!
Posted by [PointlessAmbler](#) on Tue, 11 Jan 2005 06:19:01 GMT

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Yes, please hook us up with the 1337 hax, Silent Kane.

Subject: omg woot C&C 95 multiplayer works!
Posted by [WNxTilly](#) on Tue, 11 Jan 2005 10:20:35 GMT
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When will this be coming. I loved this game like no other.
I had the demo of this and still played it for days and days. I used to modem dial up my mate and play this against him and then also play against his mate cos he had the Mac version and you could play against each other

Tilly

Subject: omg woot C&C 95 multiplayer works!
Posted by [Sir Kane](#) on Tue, 11 Jan 2005 16:00:10 GMT
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It has some issues and I didn't really have time to work on it lately (work sucks). Have vacation soon anyhow, will look then.

Subject: omg woot C&C 95 multiplayer works!
Posted by [tooncy](#) on Tue, 11 Jan 2005 23:46:09 GMT
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Cool. Now I just need someone to play C&C 95 with

Subject: omg woot C&C 95 multiplayer works!
Posted by [Dave Mason](#) on Wed, 12 Jan 2005 09:12:33 GMT
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I shall install it tonight

Subject: omg woot C&C 95 multiplayer works!
Posted by [Pendullum](#) on Wed, 12 Jan 2005 14:37:34 GMT
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will it work for red alert too?

Subject: omg woot C&C 95 multiplayer works!
Posted by [Dethdeath](#) on Wed, 12 Jan 2005 16:07:44 GMT
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You can already play Red Alert 1 over GSA and possibly even ASE.

Subject: omg woot C&C 95 multiplayer works!
Posted by [sibilla6](#) on Wed, 12 Jan 2005 16:22:12 GMT
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Yeah, Red Alert over internet works fine, last Friday I played with more 2 people online.

Subject: omg woot C&C 95 multiplayer works!
Posted by [IRON FART](#) on Fri, 14 Jan 2005 05:11:02 GMT
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Man I'm gonna play that this weekend. I scrapped XP a long time ago and stuck with 2000 so it always worked with compatibility mode on.

Man, that game got released for Win95 in 1995! I can't believe 10 years have gone by already. And we're still playing it now and then.

Subject: omg woot C&C 95 multiplayer works!
Posted by [tooncy](#) on Sat, 22 Jan 2005 20:05:17 GMT
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Just wondering but, have you made any progress on this?
