

Subject: : AmigaOS4

Topic: : Wings Battlefield

Re: Wings Battlefield

Author: : sicky

Date: : 2015/6/25 6:04:38

URL:

@Daytona675x

Quote:

Thanks

I will consider adding WAN support if it turns out to be worth the trouble (= if the game sells well in Amiga terms ).

WAN support requires quite some additional work compared to LAN support. For example a dedicated web server has to be implemented to manage sessions and for "negotiation" between session-starters and session-joiners. The UI needs to reflect that, of course. Additional code has to be added to compensate for lags. Testing all this isn't fun neither.

All in all: we'll see. Right now it looks quite promising regarding the game's success, so chances for WAN support grow

I am so glad you are considering it, if you need a beta tester more than happy to help 😊