Article 4482 of alt.sys.pdp10:
Path: nntp1.ba.best.com!news1.best.com!newsfeed.mathworks.com!news-out.cwix.com!newsfeed.cwix.com!feed2.news.rcn.net!rcn!news.mindspring.net!not-for-mail
From: bugs@netcom.com (Mark Hittinger)
Newsgroups: alt.sys.pdp10
Subject: weekend fun
Date: 16 Apr 2001 05:58:34 GMT
Organization: MindSpring Enterprises
Lines: 58
Message-ID: <9be1ma$24c$1@nntp9.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.21.58
X-Newsreader: NN version 6.5.0 CURRENT #121
Xref: nntp1.ba.best.com alt.sys.pdp10:4482

Well I appear to have gotten Decwar v2.2 to sort of run on both simh-10
and ts10. The exe file I have was apparently modified and corrupted or
corrupted and modified :-) DDT commands are coming back out of long
unused memory.

There seems to be slight differences in the floating point behaviors of the
two emulators. I'll be trying to narrow down what those differences are
over the next few weeks (time permitting). For those familiar with Decwar
commands the relative coordinates sometimes mess up or don't work at all -
implying some kind of rounding issue. Absolute coordinates always work.

Anyway here is a blast from the past:

Star @13-13 novas

Star @13-13 makes 0.0 unit hit on Fed Base displaced to 11-15, +70.2%

Romulan @19-12 +44.4% makes 448.8 unit torpedo hit on
Fed Base @11-15, +33.9%

Command: BU R -1 -1

Demon builds planet @2-21 into a Emp Base

Romulan @15-13 +44.4% makes 323.1 unit phaser hit on
Fed Base @11-15, +29.3%

Romulan @11-14 +25.8% makes 479.1 unit phaser hit on
Fed Base @11-15, +21.9%

Fed Base @11-15, +21.9% makes 366.0 unit phaser hit on Romulan @11-14
Romulan DESTROYED!!

Command: TO 3 11 15

Demon @5-16, +100.0% makes 7.8 unit torpedo hit on
Fed Base @11-15, +60.2%

Demon @5-16, +100.0% has torpedo deflected by
Fed Base @11-15, +58.9%

Demon @5-16, +100.0% makes 651.3 unit torpedo hit on
Fed Base @11-15, +24.2%

Command: $

Demon @5-16, +100.0% makes 992.2 unit torpedo hit on
Fed Base @11-15
Critical hit on starbase, shields down!
Starbase attempts to re-establish shields using emergency power!
Base FAILS to re-establish shields........BOOM!!
Fed Base DESTROYED!!

Later

Mark Hittinger
Earthlink
bugs@netcom.com

Article 4565 of alt.sys.pdp10:
Path: nntp1.ba.best.com!news1.best.com!newshub.sdsu.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!newsfeed.skycache.com!Cidera!netnews.com!feed2.news.rcn.net!rcn
From: bugs@netcom.com (Mark Hittinger)
Newsgroups: alt.sys.pdp10
Subject: Re: Where's DECWAR?
Date: 18 Apr 2001 17:55:34 GMT
Organization: MindSpring Enterprises
Lines: 46
Message-ID: <9bkkem$oq9$1@slb6.atl.mindspring.net>
References: <Pine.LNX.4.21.0104181154340.12664-100000@sakura.lunar-tokyo.net> <tdriog2egtgd78@corp.supernews.com>
NNTP-Posting-Host: c7.ae.21.58
X-Newsreader: NN version 6.5.0 CURRENT #121
Xref: nntp1.ba.best.com alt.sys.pdp10:4565

>Daniel Seagraves <dseagrav@sakura.lunar-tokyo.net> wrote:
>> Those of you playing DECWAR... Where are you guys getting that from?

Timothy Stark <sword7@grace.speakeasy.net> writes:
>Me too. I was looking for it but can't find it.

If you look in http://pdp-10.trailing-edge.com/www/lib10/0536/

You will find a DECWAR.EXE/HLP. Thats the good news, see bad news below.

There are several additional DECUS submissions that are not in the index
shown on the "www/lib10" index.html page. If you increment the octal
number on the end you can find "/0407/" through "/0553". There is some
other good stuff in there (thanks team Shoppa!) like pascal compilers,
basic compilers, teco10, forum, focal, xtec, etc. Worth just nosing around.

Now bad news:

Evidently the submission came from a site that had a KA-10 box.

Unfortunately this EXE has been "hand patched" by the contributor to replace
all the KL-10 instructions with "site defined" MUUO's. In order to get it to

run I had to locate all the "site defined" MUUO's, infer what the original
KL-10 instruction was, and put things back where they should have been.

Anyway thats how I got mine to work. I am still chasing a couple of issues.

My current EXE runs mostly ok on simh -10 b6 and the ts10 update from 2 days
ago that fixes the floating instructions.

Harris may have a 2.0 image and sources (grrr).

I am uneasy about all this hand patching and unpatching - but if no better
image of the game can be found (and more importantly made available) I will
post a .tap file with a backup saveset of what I've hacked up.

Eventually I'd like to get all the decus stuff onto a virtual disk and burn
the virtual disk onto a cd. It would be nice to have a way of letting a ts10
virtual disk "attach" onto simh -10 and vice versa. Then we could just
"attach" the cdrom file to our simulator of choice.

Later

Mark Hittinger
Earthlink
bugs@netcom.com

Article 4636 of alt.sys.pdp10:
Path: nntp1.ba.best.com!news1.best.com!newshub.sdsu.edu!news-spur1.maxwell.syr.edu!news.maxwell.syr.edu!news.mindspring.net!not-for-mail
From: bugs@netcom.com (Mark Hittinger)
Newsgroups: alt.sys.pdp10
Subject: Re: Where's DECWAR?
Date: 23 Apr 2001 01:38:09 GMT
Organization: MindSpring Enterprises
Lines: 70
Message-ID: <9c0121rsi1@slb6.atl.mindspring.net>
References: <Pine.LNX.4.21.0104181154340.12664-100000@sakura.lunar-tokyo.net> <tdriog2egtgd78@corp.supernews.com> <9bkkem$oq9$1@slb6.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.21.58
X-Newsreader: NN version 6.5.0 CURRENT #121
Xref: nntp1.ba.best.com alt.sys.pdp10:4636

THE WAR IS OVER!!
[DECWAR high segment removed from swapper]
The Klingon Empire is VICTORIOUS!!
The Empire salutes you. Begin slave operations immediately.

Here is a copy of Decwar v2.2. Have fun. Beware that I got a copy of this
EXE file from the archives on Tim Shoppa's site so I had to do the following
things to make it work:

   1. Convert DECWAR.EXE from 32 bit file format to 36 bit file format

   2. The original submitter evidently had a KA-10 system, and hand
       patched all the non-KA-10 instructions to be site defined MUUO's.
       I suppose they hacked their monitor to emulate the non-KA-10
       instructions. I had to locate all the site defined MUUO's in
       the image, infer what the original non-KA-10 instruction was,
       and hand patch it back to what I think it might have been
       originally :-)

   3. Un-hack ddt trap so we can ddt and run the game

In order to snarf this version of DECWAR please do the following (I am
assuming you are on a Unix system!):

% telnet netcom.com 3000 > decwar.tap.uu
% uudecode decwar.tap.uu
% gunzip decwar.tap.gz

(I apologize for the rude file transfer technique - it isn't as nice as
ftpd or httpd but I may not need to worry about globs and eggs or eggs
and globs these days - wink wink nudge nudge say no more!)

The file decwar.tap is now a file which you can 'attach' to the tape drive
of your favorite emulator. It is written in backup interchange format and
contains the following files:

        DECWAR.EXE DECWAR.HLP DECWAR.GRP DECWAR.NWS

| .r credir
| Create directory: GAM:
| Create directory: ^C
| .r setsrc
| *cp [5,30]
| *^C
| .r backup
| /tape mta0
| /inter
| /files
| /prot 155
| /restore dskb:[5,30]*.*=mta0:*.*
| /exit
| .

I advise restoring the files into dskb:[5,30] (GAM:). Decwar has code
to delete itself if it thinks it is not being run from GAM: so if you
want to copy it someplace else keep another copy!

I am very happy to have this experience back and more pleased to be able
to share it with all those who have an interest. If anyone finds a copy
of the v2.3 EXE file or the DECWAR F4 source code (and more importantly is
willing to share) please get in touch with me.

Now to attack 7.04

Later!

Mark Hittinger
Earthlink
bugs@netcom.com

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Article 4656 of alt.sys.pdp10:
Path: nntp1.ba.best.com!news1.best.com!newsfeed.mathworks.com!howland.erols.net!newsfeed.mindspring.net.MISMATCH!news.mindspring.net!not-for-mail
From: bugs@netcom.com (Mark Hittinger)
Newsgroups: alt.sys.pdp10
Subject: Re: Where's DECWAR?
Date: 24 Apr 2001 03:41:55 GMT
Organization: MindSpring Enterprises
Lines: 33
Message-ID: <9c2sm3$qt2$1@nntp9.atl.mindspring.net>
References: <Pine.LNX.4.21.0104181154340.12664-100000@sakura.lunar-tokyo.net> <tdriog2egtgd78@corp.supernews.com>
        <9bkkem$oq9$1@slb6.atl.mindspring.net> <9c0121$rsi$1@slb6.atl.mindspring.net>
NNTP-Posting-Host: c7.ae.21.58
X-Newsreader: NN version 6.5.0 CURRENT #121
Xref: nntp1.ba.best.com alt.sys.pdp10:4656

bugs@netcom.com (Mark Hittinger) writes:
>THE WAR IS OVER!!
>[DECWAR high segment removed from swapper]
>The Klingon Empire is VICTORIOUS!!
>The Empire salutes you.  Begin slave operations immediately.

An updated copy of the decwar save-set has been put up - this copy has the
help command fixed and the exe file has been re-saved as a shared segement.

>% telnet netcom.com 3000 > decwar.tap.uu
>% uudecode decwar.tap.uu
>% gunzip decwar.tap.gz

If you've already got the exe you can filddt the fix in like so:

|.r filddt
|File: gam:decwar.exe/p
|455044/     dmove 1,0(5)
|455045/     dmovem 1,3524
|^Z

I had the sense of the moves wrong.  After patching the exe you may need to:

|.get gam:decwar
|.ssave gam:decwar

This should do the trick.

Later

Mark Hittinger
Earthlink
bugs@netcom.com


Article 4630 of alt.sys.pdp10:
Path: nntp1.ba.best.com!news1.best.com!newsfeed.mathworks.com!portc03.blue.aol.com!news.stealth.net!news-east.rr.com!cyclone-west.rr.com!news.rr.com!news-west.rr.com!c
From: Harris Newman <hsnewman@blkbox.com>
Newsgroups: alt.sys.pdp10
Subject: Re: Where's DECWAR?
Date: 22 Apr 2001 22:40:03 GMT
Organization: Ye 'Ol Disorganized NNTPCache groupie
Lines: 23
Message-ID: <B3D3E53BDD9B365B.D24CD1764B7C186E.A40DCE4707618CB0@lp.airnews.net>
X-Orig-Message-ID: <987979330.736252@news.blkbox.com>
References: <Pine.LNX.4.21.0104181154340.12664-100000@sakura.lunar-tokyo.net>
Abuse-Reports-To: abuse at blkbox.com or abuse at airnews.net to report improper postings
NNTP-Proxy-Relay: library2.airnews.net
NNTP-Posting-Time: Sun Apr 22 17:40:03 2001
NNTP-Posting-Host: !c]J21k-XI<"(_2 (Encoded at Airnews!)
X-Newsreader: TIN [UNIX 1.3 unoff BETA 970307; i86pc SunOS 5.5.1]
Cache-Post-Path: news.blkbox.com!hsnewman@blkbox.com
X-Cache: nntpcache 2.4.0b2 (see http://www.nntpcache.org/)
Xref: nntp1.ba.best.com alt.sys.pdp10:4630

Daniel,
I got mine a long time ago, while at college.  My freebsd version is nearing
completion, and should be done within weeks.  It has a Tops-20 interface (thanks
to Columbia University's CCMD package), and will support 1024 users (I hope...).
I am concerned about the overhead of all the computer controled devices, but
I haven't written those guys yet, and have ideas on how to minimize them (only
visible items will be "alive".
The feel of my game is a little different than decwar, since it had a command
line input, and mine is parsed like tops-20.  I am thinking of adding a
compatibility mode for decwar.

BTW=> my game is to be called Decwar 2020 (guess why).

More to come...
-HN


Daniel Seagraves <dseagrav@sakura.lunar-tokyo.net> wrote:

> Those of you playing DECWAR... Where are you guys getting that from?
```