Tuesday, August 10. 2010

Pandora-ACM : Multiplayer Flight Simulator for Pandora v0.5

Hi all,

ACM Simulation Engine is a LAN-oriented multiplayer aerial combat simulation developped a long time ago by Riley Rainey for Unix/SunOS.

Here is a port on Pandora of my "custom version of ACM" i've ported and modified for linux ten years ago.

Changelog :
- Add position of other players/drones
- Add message logs (missile, drone, aircraft crash ...)
- Redo all design to fit Pandora Screen
- Add pandora keys (see README-pandora.txt for keys binding)
- PND Package

This version have been tested with another client running on a linux host on
the same local area network. I've tested with both wired and wireless pandora
network connection.

My linux version is also provided if you want to enjoy the multiplayer mode using a PC with a linux distro.

Here is a full working PND version :
pandora-acm-v5.0-pnd.zip

Here is the source code :
pandora-acm-v5.0-src.zip

Here is the tarball of the linux version :
linux-acm-v5.0.tar.bz2

This package is distributed under the GNU license. Have a look to the COPYING file for details.

 Enjoy,

    Zx.

If you want to discuss on this homebrew, you can do it here :
My forum on dcemu network or http://www.gp32x.com/.

 Posted by zx-81 in ACM at 22:18