

CocoMUD client - Feature #5

A steady networking system

09/18/2016 11:36 PM - Vincent Le Goff

Status:	Open	% Done:	10%
Priority:	Normal		
Assignee:			
Category:	Networking		
Sprint/Milestone:			
Description			
The networking layer is one of the most important in a MUD client. Designing a networking system that is able to connect to different servers, handle errors, manage telnet options and additional protocols should be the central focus of a client.			
This feature is quite independent of the GUI. It should operate in console or with any other GUI toolkit.			

Associated revisions

Revision cf8930b3 - 12/01/2018 01:00 PM - vincent-lg

Merge pull request #5 from francipvb/fix-play-function

Fixed some errors with the sharp #play function

History

#1 - 12/03/2018 02:53 AM - Francisco Del Roio

Hi,

I will see if I can do some work on this, because I play a mud that uses the GMCP protocol.

Cheers,

#2 - 12/03/2018 09:52 AM - Vincent Le Goff

By now, CocoMUD doesn't support many protocols... okay, not any, really. So if you want to extend CocoMUD's ability to react to a protocol, I think it best to create a new issue. I had plans to implement [GMCP](#), [MSDP](#) and [MTTP](#) at the very least but I never seem to find the time.