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📄 21-03-20, 02:22 PM   #1
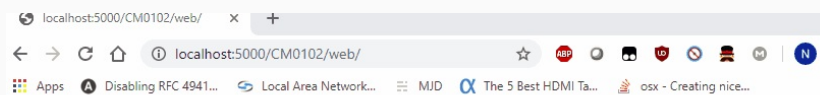
Nick+Co ○
Programmer

Join Date: 18-07-15
Posts: 795

CM0102 in a Web Browser?

Not sure if this would even be any interest to anyone...

But I've been looking into how you could hook the display of ChampMan and input of key/mouse controls through a web browser - so a PC could run it somewhere but you could play it anywhere and control it via a web-browser. Now obviously this is doable currently via things like RemoteDesktop and VNC, etc. But what I'm thinking is you could have multiple CM0102's spawn on the same PC and then multiple people play their own games from one server and it all work over standard port 80 http (i.e. so it could work from anywhere and on anything - no special tech or access required)

Anyway, below is a sample of how far I've got so far - basically just standard CM0102, but all running in a Chrome web browser.

Not sure if I'll continue - but I thought it was a nice idea anyway 🙂

-Nick

□ 21-03-20, 06:35 PM   #2

Redknapp69 ○
Member of the Month
Social Media Mod

Join Date: 03-03-12
Posts: 28,262

Very interesting!

□ 05-04-20, 02:07 PM   #3

tonytony ○
Youth Team Player

Join Date: 29-07-19
Posts: 41

Been thinking about this today. Would be good for hosting network games rather than having to go through Hamachi or the like. I'd just be worried it would ruin a servers CPU?

□ 05-04-20, 02:38 PM   #4

Nick+Co ○
Programmer

Join Date: 18-07-15
Posts: 795

CPU wise it's not too bad - yeah if you had like 12 games all running on it at once it might slow down a bit 😊 But CPUs don't get "ruined" - they just don't run as quick as you want 🙂
I meant to clean up the code a little (it's an utter mess as I wrote it by just pulling different bits together) and put it on GitHub - if I get chance I'll do that later today.

□ 05-04-20, 02:50 PM   #5

tonytony ○
Youth Team Player

Join Date: 29-07-19
Posts: 41

My ruin comment was more towards usage if I whacked it on Azure or something as you are charged for CPU usage etc rather than hosting locally or at home for instance.

□ 05-04-20, 09:15 PM   #6

Turgon ○
Youth Team Player

Join Date: 10-10-18
Posts: 3

Could Google Cloud be used to spawn multiple instances? They have a trial that could go up to 1 year, plenty of time to get an optimum setup.

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