# INN Barn Install

13 May, 2019

Most of you will probably be using DOSBOX instead of using a virtual box and installing Win95 or Win98 or even just DOS and then installing INN on top of that. We will discuss the adjustments needed for DOSBOX.

The INN Barn works with launching the INN Barn Proxy. Then launch the DOSBOX mount the folder for the configured inn installation as drive C and then execute the client. Client will connect to the proxy, which should have automatically connected to the INN Host.

Install & Setup

Once DOSBOX is installed you will need to configure it!
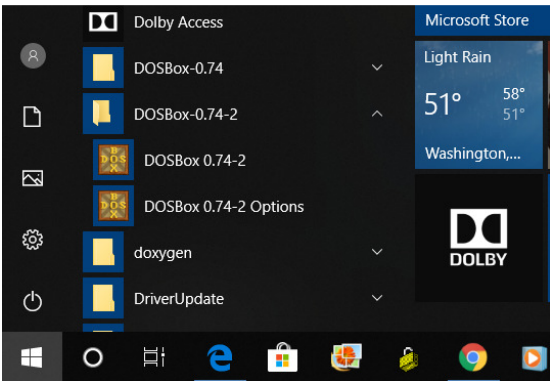
Select "DOSBox 0.##-# Options" from your start menu selections.
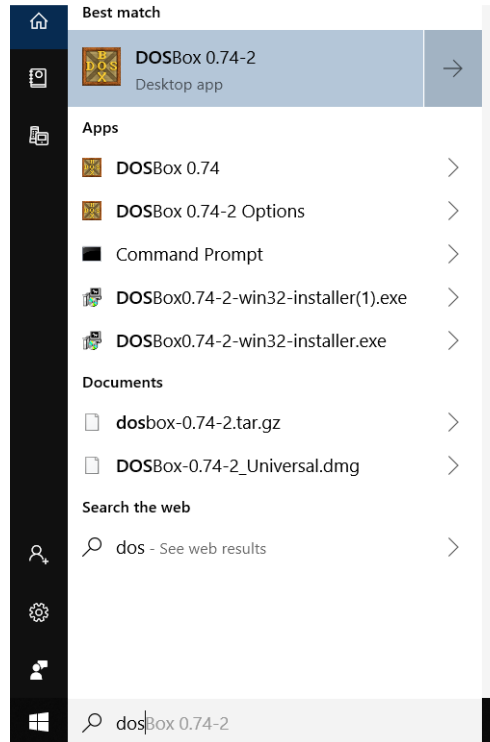
Alternatively you can start typing "dosbos" in the windows program search box.

Notepad will be started with your dosbox configuration file: dosbox-0.##.conf

This is formatted like an ini file. Scroll down to section [sdl] and change autolock from true to false. This will allow your mouse to easily exit the dosbox window when the game is running. This is almost necessary if you are running multiple instances of dosbox.

[sdl]

autolock=false

Scroll down to [serial]. The keys serial1…serial4 will all be disabled. Set serial1 to modem.

[serial]

serial1=modem

The next part is OPTIONAL! To automate your startup you can add these lines to the section [autoexec]

[autoexec]

Mount c   {full path to your inn files Ex: d:inn2.4

C:

cd inn

Inn

Note: I run multiple instances of the game, each with its own member Id. So I run dosbox then mount
mount c h:inn2.4T   ← (Trisha)

C:

Cd inn

Inn

Then run another dosbox…

Mount c h:inn2.4K   ← (Katie)

Each of these INN install folders is set as a different player each having their own member Id.

INN Game configuration

The host has been configured to block all versions except for version 2.4 if the INN game client. This is similar to what the company did when they scheduled the early version blocking about 3-4 months after the 2.4 release. This forced users to upgrade.

Before launching a game, it has to be configured!

My INN file roots are right on drive h: h:\inn2.4k\inn*.*

You need to edit your LSCI.CFG file. Notepad works fine for this. You need an id= line. Without it your id is zero and you will be required to enter full address and credit card information. Change your id= to id=123. If it doesn't exist add it.
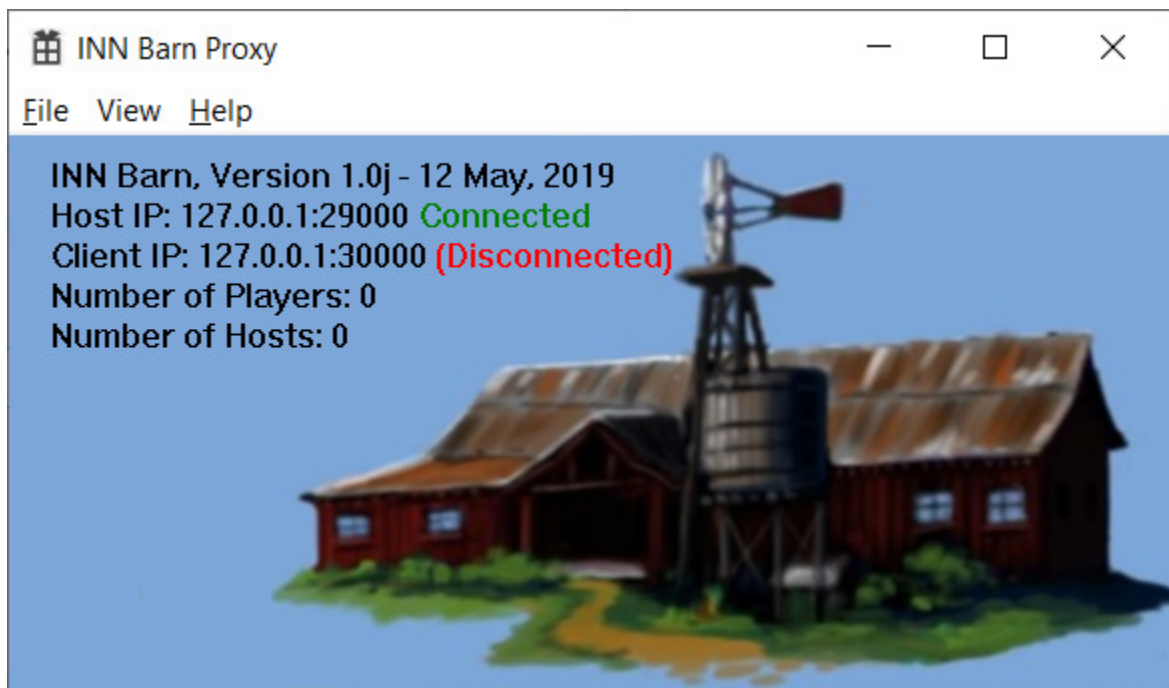
Id = 123

Also change the line modem =

modem   = ATDTlocalhost:30000~!

You need to edit the file TSN.CFG   comm= should be as follows!

comm = MODEM.DRV : b14400 c1

INN Barn Proxy

The INN Barn Proxy is the key to making your old clients work again. It is a 64-bit Windows application. The clients distributed in the 1990's was designed to work with modem's and DOS. 32-bit windows with Win95 was still in its infancy. The new INN Barn host is currently designed for a single multi-threaded 64-bit computer running a single host. It will change into a distributed system if the circumstances of popularity dictate. This computer is very much faster than the DOS boxes that were running in the DOS

server room of the Old Barn during that time. The host is written from scratch with multi-threaded worker threads handling communications. The proxy shoulders the burden of the slow modem frame communications and the much faster ethernet communications. A single modem message is assembled and sent as a single packet. This is one of the apparent inefficiencies of the INN Revival.

When the proxy is executed it attempts to connect to the Inn Barn.
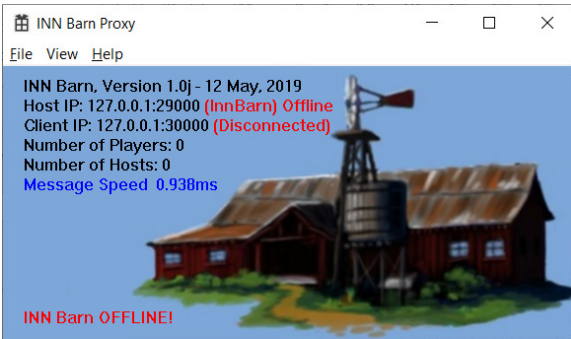
When the host is offline the proxy will indicate as such. It displays some host status information. When a new client first connects it will display the Member Id number that needs to be manually set in id= within the file: LSCI.CFG

Game Installations

You will need to add games that are not currently installed in your INN folder. Versions can be found on the internet and references.

https://www.facebook.com/groups/69704136680/

Issues & Problems   aka: Bugs

Any problems you encounter should be reported so it can be added to the to do list. There is a story about how this server came into existence, but it was done in one's free time over a 3.5 month period of unemployment. There are a lot of moving pieces and a lot of reinvention, creating a server from scratch to match client communications. Needed functionality may have been missed. The original DOS servers used objects with 16-bit Id's. The INN Host uses 32-bit Id's with unique fingerprints and as 16-bit Id's in requests arrive from the client they are matched to their 32-bit Id's and processed as 32-bit Id's. The Host communicates with the Proxy using 32-bit Id's in a generic message header with messages meant for the client or the proxy itself. What this means is that new games can be added on using the new method and behave seamlessly with the original protocol. The original protocol is handled as a subset of the new protocol.

Red Baron

The Inn application does an exact version match of the Red Baron executable: rb.exe

Dependent upon your exact 2.4 version of INN it is looking for the date 9/1/1995 11:51:20 PM

Or 9/1/1995 8:41:20 PM. Without the exact version it is looking for it won't work!

They both have the same executable and thus file size: 148,930   which is one of the validation checks along with the date-timestamp.

Football

Football requires the mouse for operation but the mouse acts hyperactive due to how the football game uses the mouse. This game may be considered unplayable.

Email

Email is not available currently.

BBS – Bulletin Board System

The BBS has limited availability at this time. It is used to preserve the 10 High Scores but not much else!

Trivia

Trivia is not available currently.

Store

The store is not available currently.