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Get ready to build your foundation! If you have a basic knowledge of C++, "MUD Game Programming" gives you everything you need to know to begin programming your own MUD games. The fundamentals of network basics are put to the test as you work your way through a simple MUD program. Put your new skills to work as you wrap things up with a more advanced, robust MUD. [Simple Python MUD download | SourceForge.net](#)

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Hey Rob, Thanks for the reply. Maybe I'm really bad at Googling, but in terms of handling delays, there doesn't seem to be much out there. I'd like to find a good book, but the only one I ever see floating around is "Mud Game Programming" by Penton. Can any one suggest any books other

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Hi, I'm a rookie Java programmer that will be creating a MUD from scratch later this year for academic purposes. I'm pretty excited about it and I'm looking for resources so I can potentially start early. I'm looking at purchasing Ron Penton's MUD Game Programming book and also reading a few guides offered online like MUD Pies on visualworldlets.

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If you have a basic knowledge of C++, "MUD Game Programming" gives you everything you need to know to begin programming your own MUD games. The fundamentals of network basics are put to the test as you work your way through a simple MUD program. Put your new skills to work as you wrap things up with a more advanced, robust MUD.

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I bought the book MUD Game Programming by Ron Penton and its a good book and it shows you how WinSock makes you type a lot more than sockets for Linux. 08-16-2004 #4 Stan100 I am he who is the man!

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