

# A EHS64.NET Ping Compensator

*"Equality is a futile pursuit : equality of opportunity is a noble one." (Ian MacLeod)*

**Introduction.** The CCS64 emulator with Kaillera brings us the possibility of playing Emlyn Hughes' International Soccer with people all around the world without being conscious of the distances involved - almost! A little delay is unavoidable when you have thousands of miles and lots of computers in between. These delays, which can be measured in "ping" milliseconds, make the game less responsive and harder to play. Kaillera informs the ping between our computer and the available servers, and it is that delay that relates to the responsiveness of our controls. When these pings are too dissimilar for two opponents, their matches turn unfair.

That is why we have developed a handicap system, and the EHS64.NET Ping Compensator is a tool for using it. In this system a 0-0 result could translate into a victory for the player who has the greater ping, depending on the difference. If your ping disadvantage is big enough you may even win after scoring less than your opponent! On the other hand, if the difference in pings is 30 milliseconds or less, the ping-compensated and ordinary results are the same - thus the compensator is not needed for those cases. The formula involved is described at EHS64.NET, what we explain next is how to use the Ping Compensator.



**Purpose.** The purpose of the program is to inform the ping-compensated result of your matches, which are based on your ping and your opponent's, and on the number of goals scored of course. It can do that while you are playing, because it uses a very small window that should not distract you.

The figure shows an example with the compensator placed in the lower-right corner of the screen, not mixing with the emulator's output. The window shows the current score, and by means of the yellow background it indicates that the ping-compensated result so far is a draw. The compensator uses green for a victory, yellow for a draw and red for a defeat.

**Controls.** The program's main window, with explanations, can be seen on the next page. In addition the obvious controls that you may expect, like those for updating the score and resetting it, there are two coloured boxes with numbers inside. These boxes let you know how many more goals have to be scored for the ping-compensated result to change. Positive numbers mean goals to be scored by you, while negative ones indicate goals against you. The colour backgrounds for the numbers correspond to the results that would be produced in each case. The next figure provides an example.

# Audioactive

Current score


Press here to reset the score

The yellow background indicates that the ping-compensated result is a draw.

These buttons decrease the score, meant to be used when a correction is needed.

Buttons for updating the score. There is one button for increasing your goal total, and another for increasing you opponent's. Press the corresponding button after every goal.

These numbers show you how many goals need to be scored for the ping-compensated result to change. For example, the +1 on green means that you will be winning if you score one goal, while the -1 on red means that you will be losing if you concede one.



**Starting the program.** The compensator starts with a bigger window that has a light-blue background and a "not rdy" caption next to the score. Such background and caption indicate that the program is not yet ready because pings haven't been entered. Therefore, the first step is to enter the pings, which are obtained from the server window in Kaillera.



**Making the window smaller.** As soon as both pings are entered the background assumes a valid colour and the compensator starts working. At this point you might want to make the window smaller so that it doesn't bother you while playing. To do that, just double-click anywhere on the background or on the labels. To restore the window to full size just double-click on the background again.



The "always visible" checkbox. The window normally stands on top of all other windows, even when it is inactive. You can turn this feature off by un-checking this box.

*The EHS64.NET Ping Compensator was brought to life by the EHS64.NET team.*

*Please visit us at:*

<http://www.ehis64.net/eh@yahooogroups.com>