
Subject: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Wed, 27 Jul 2005 11:13:00 GMT

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We're happy to announce Minax71 as a new official Blackhand Studios member. Please welcome Minax71 to the team!

Minax71 is a proficient coder with knowledge of many programming languages, and we think that he will make a good addition to our team. Minax71 is currently in charge of the new "renVis" project.

~ mac

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Wed, 27 Jul 2005 12:36:13 GMT

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Hello everyone,

after Mac sucessfuly lured me into BHS, I feel very happy to be "on board"!

A bit about my personal Renegade history: I started playing Renegade during the first demo days, a couple of weeks before the full version came out (maybe some of you will remember the "T3 Battle" server). After a longer time of abstinence, I'll started playing Renegade again when renguard 1.0 came out.

A few words about the project I am currently working on: It is a small tool written in flash actionscript for visualizing C&C Renegade games in a normal web page and/or as a stand-alone version. Input data are the (compressed) server log files. All game servers running SSCP1 already have those, so the replay of even older games is possible as long as those are archived! Right now it supports only "replay" of former games, but "Live view" is already in planing.

For the moment, I have a few appetizer-screenshots from the beta version for you. All of them are real screenshots from a web page, nothing 'shaped here

A typical start on Hourglass.

GDI tries a rush with medium tanks ...

... but fails, NoD defends to well.

At this time, four maps are supported: Hourglass, Complex, Walls and Island.

Thats all for now - stay tuned for the public beta (ETA 7-14 days).

MfG;
Minax71

PS: Thanks to Crimson for the map backgrounds as well as to Buggy for some vehicle GFX, which were very useful for making the sketch gfx used for the replay. And of course, many thanks to Mac for the logfiles!

PPS: renVis might not be the final name. However if the word means something very rude in swedish or any other language, please let me know

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Renardin6](#) on Wed, 27 Jul 2005 12:54:55 GMT

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awesome

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Lijitsu](#) on Wed, 27 Jul 2005 13:09:27 GMT

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Renardin6 wrote on Wed, 27 July 2005 08:54awesome
Very.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [warranto](#) on Wed, 27 Jul 2005 16:43:16 GMT

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Looks great. Only one thing missing for the live view version, a "join server" button

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Ma1kel](#) on Wed, 27 Jul 2005 17:13:18 GMT

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Like said it looks awesome, but I want to ask something, how will this work? Will this be for server

owners only or can normal people also see it?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Sir Kane](#) on Wed, 27 Jul 2005 18:02:49 GMT

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Reminds me to work on RS lol

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [cmatt42](#) on Wed, 27 Jul 2005 18:06:54 GMT

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I think I have to change my pants.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Ma1kel](#) on Wed, 27 Jul 2005 18:09:33 GMT

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Silent Kane wrote on Wed, 27 July 2005 13:02Reminds me to work on RS lol
RS?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Wed, 27 Jul 2005 18:14:18 GMT

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renVis's datasource are saved gamelog files. gamelog is something I added to SSAOW more than a year ago to provide kill information and other gameplay information to brenbot. but gamelog contains much more information than that, it contains every single movement and character purchase made in a game. renVis uses this info to graphically represent the game.

now you know why those files were so big

there will be a browser-php script which reads all your archived gamelog files and displays some brief details about it (ie map, players, total gametime) and gives you the option to replay this round.

live play works similiar, but it accesses the gamelog.txt file directly which SSAOW writes. nothing more is needed.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Wed, 27 Jul 2005 19:03:12 GMT

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Ma1kel wrote on Wed, 27 July 2005 12:13Like said it looks awesome, but I want to ask something, how will this work? Will this be for server owners only or can normal people also see it?

Its for all people of course. The server owner just needs to keep the logfiles. So basicaly, the server owner decides which games can be viewed as replay and which not.

MfG;
ChaosE

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Sir Kane](#) on Wed, 27 Jul 2005 22:13:04 GMT

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Ma1kel wrote on Wed, 27 July 2005 13:39Silent Kane wrote on Wed, 27 July 2005 13:02Reminds me to work on RS lol
RS?

Renegade Spectator

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [!EC!Trili](#) on Thu, 28 Jul 2005 14:10:42 GMT

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That really looks Über!

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Psych0](#) on Thu, 28 Jul 2005 14:14:30 GMT

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Me and franco have been looking for a live view thing for the EC website. This is awesome. Nice work

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Goztow](#) on Thu, 28 Jul 2005 14:33:15 GMT

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It looks great and is a nice "toy" for server owners. Only remark i have, but this is something that should be handled by the server owners, is that someone who's in the game could cheat using

this little toy as he sees whatever happens on the map. Like I said: that's a server owner - problem...

Will this ask even more CPU of the server and will it ask lots of bandwidth? Does it need to be on the same server as the FDS and Brenbot is/are? These are important questions because most problems server owners have now are CPU-problems.

Looking at the screenshots, it seems neatly programmed though. Nice!

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [IronWarrior](#) on Thu, 28 Jul 2005 14:44:28 GMT

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I really like the idea of this and I can't wait till it's released, but I would think this only be used by server owners? as normal players like me would use it to spy as we play?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Thu, 28 Jul 2005 14:54:46 GMT

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This is a tool for a server owner. He can put it up on the webpage to allow users to replay played matches (we will be providing a "match browser" for that) and also a live view that allows users to spectate the current game.

One compressed input file has about 500k, and all processing is done on the client. Thus, it does not affect the SFPS or performance of the server computer.

It should also be possible to host it on another computer, since all it does is to read files. As long as you can provide direct access to the logfiles.

About the "spy" issue. The live view will have some sort of small delay (like 5-10 secs) which defeats the idea.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Thu, 28 Jul 2005 15:44:39 GMT

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mac wrote on Thu, 28 July 2005 09:54 About the "spy" issue. The live view will have some sort of small delay (like 5-10 secs) which defeats the idea.

Or to be more precise: The server owner can decide a) if he allows live-view at all and b) the "delay" for the replay (e.g. 10 seconds or 2 minutes). A player can not watch a live match as long as the server owner doesn't turn that feature on.

And yes, it is absolutely possible that replay host and gameserver are on different machines. All that the replay server has to do is indeed sending the compressed log files, which differ in size. The biggest one currently is 418 KB. Original size was > 10 MB btw. It might be possible to get them even smaller.

Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Ma1kel](#) on Thu, 28 Jul 2005 22:54:01 GMT

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Will the program be able to recognize server side modifications? (like adding Turrets/Guard Towers to a map)

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Spice](#) on Fri, 29 Jul 2005 05:45:13 GMT

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Cool! Do you think there will be some kind of mod support?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Fri, 29 Jul 2005 07:03:44 GMT

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Ma1kel wrote on Thu, 28 July 2005 17:54 Will the program be able to recognize server side modifications? (like adding Turrets/Guard Towers to a map)

Yes. Basicaly the player can visualize every replay, even of complete new or unknown maps. In this case, there will be no background picture - but you still see the building positions and the moving units / vehicles.

The player itself tries to detect the map by the position of the buildings and dynamicaly loads the correct background picture if the map is recognized. It will be possible to add your own map bg-pictures on your own server - or I can add them to the oficial version when somone sends me the screenshot (I might need some more help at this point anyway, right now I have only the "official" renegade maps, for example I have no overview pictures of fieldTS or the aircraft killer maps).

EXdeath7 wrote on Fri, 29 July 2005 00:45 Cool! Do you think there will be some kind of mod support?

What kind of ?

MfG;

Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Goztow](#) on Fri, 29 Jul 2005 07:31:09 GMT

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Could you make it possible that we add those backgrounds ourselves (server owners)? Then I can test my 1337 paint skills on it! ^^

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Fri, 29 Jul 2005 07:55:29 GMT

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Goztow wrote on Fri, 29 July 2005 03:31 Could you make it possible that we add those backgrounds ourselves (server owners)? Then I can test my 1337 paint skills on it! ^^

Hmm, to make that possible I'd had to remove it first and re-add it again. In other words; it is in fact already implemented

MfG;
ChaosE

PS: You do not even need to be a server owner to work on map backgrounds; all you need is the renVis player and a log file. For example, some servers might put their game log files of the recent 14 days for public download.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Goztow](#) on Fri, 29 Jul 2005 08:31:59 GMT

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I'm gonna send you a PM with the backgrounds for all standard maps.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Spice](#) on Fri, 29 Jul 2005 15:58:21 GMT

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Minax71 wrote on Fri, 29 July 2005 03:03

EXdeath7 wrote on Fri, 29 July 2005 00:45 Cool! Do you think there will be some kind of mod support?

What kind of ?

MfG;
Minax71

Like, Total Conversion modifications. Such as Reborn.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [lostvoid](#) on Fri, 29 Jul 2005 20:55:29 GMT

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What sort of capabilities will be available to moderators?

Perhaps tagging vehicles to their respective owner for GTA cases?

I'm not a moderator but I am curious to better understand the features renVis has to offer.

Thus far, the renVis look excellent!

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Fri, 29 Jul 2005 21:04:17 GMT

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You can see who drives what vehicle etc.

But it is an passive application, you have no way to interact with the real game from the replay/live stream

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [lostvoid](#) on Fri, 29 Jul 2005 21:22:27 GMT

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mac wrote on Fri, 29 July 2005 16:04 You can see who drives what vehicle etc.

But it is an passive application, you have no way to interact with the real game from the replay/live stream

What I meant to suggest wasn't something that interacted with the game, but rather the client.
Perhaps only placing a label on the vehicle in the client stating who purchased it?
Something to help Moderators assist in GTA situations.

Or can this be done externally?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Fri, 29 Jul 2005 22:05:48 GMT

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The information who purchased a vehicle is not available, unfortunately.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Renx](#) on Fri, 29 Jul 2005 22:17:41 GMT

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brenbot displays who purchased a vehicle. If you're using a custom bot it's probably not too difficult to add since I think it prints who purchases a vehicle into the FDS now as well.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Cat998](#) on Fri, 29 Jul 2005 22:33:43 GMT

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I think this should be no problem if renVis reads the renlogfiles too...

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Alkaline](#) on Fri, 29 Jul 2005 23:44:34 GMT

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this is all nice and dandy but cpu usage is at the heart of the matter...

having said that, gamelog was already a hog this will make it worse.

good for small games under 16 players, but anything over that and you are looking at a big performance hit.

Be sure to put your server on a dual cpu, 1 for the game, and 1 for all the whip cream with cherry on top fds stuff that's been coming out.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [lostvoid](#) on Fri, 29 Jul 2005 23:47:50 GMT

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Thanks for input!

It would be interesting to see renVis in action with or without it anyways.

I was just curious to know some of the features renVis will present or be capable of.

Keep us posted !

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Renx](#) on Sat, 30 Jul 2005 04:15:59 GMT

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Alkaline wrote on Fri, 29 July 2005 18:44this is all nice and dandy but cpu ususage is at the heart of the matter...

having said that, gamelog was already a hog this will make it worse.

good for small games under 16 players, but anything over that and you are looking at a big performance hit.

Be sure to put your server on a dual cpu, 1 for the game, and 1 for all the whip cream with cherry on top fds stuff thats been coming out.

Doesn't the renFDS not support multithreading/dual CPUs?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Sat, 30 Jul 2005 07:15:31 GMT

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Cat998 wrote on Fri, 29 July 2005 18:33I think this should be no problem if renVis reads the renlogfiles too...

It does not.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Sat, 30 Jul 2005 08:07:44 GMT

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mac wrote on Sat, 30 July 2005 02:15Cat998 wrote on Fri, 29 July 2005 18:33I think this should be no problem if renVis reads the renlogfiles too...

It does not.

However it might be a good idea for the future. For now, my renVis TODO list is still quite filled.

Currently I am working on displaying the hitpoint/armour status

MfG;
Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Tiberium Hunter](#) on Sat, 30 Jul 2005 13:32:01 GMT

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wow it's awasome!

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [DeepWyrm](#) on Sun, 31 Jul 2005 05:30:37 GMT

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looks nice

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Tiberium Hunter](#) on Sun, 31 Jul 2005 10:03:54 GMT

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I got a question: if renVis will allowe us to watch a game, shuldn't it make the game laggy? like posting it in a and watch the game website as you mentiond before, many people could watch it.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Minax71](#) on Sun, 31 Jul 2005 12:18:24 GMT

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Tiberium Hunter wrote on Sun, 31 July 2005 05:03I got a question: if renVis will allowe us to watch a game, shuldn't it make the game laggy? like posting it in a and watch the game website as you mentiond before, many people could watch it.

Not that much. Enabling renVis live-replays on the same machine as the game server wont speed the game up; but it causes much less traffic than a normal player.

However, there is no need to run the replay / www server on the same server. In any way; the live feature is not implemented yet, we will have to wait and see what the first practical experiments will reveal ...

MfG;
Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Spoony_old](#) on Sun, 31 Jul 2005 14:00:13 GMT

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This looks excellent. Keep us posted.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Enrique_lbos](#) on Sun, 31 Jul 2005 15:51:33 GMT

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Hey Minax71

Nice work Look Nice

I just Wish U will NOT give SO much POWER to the Server OWNERS cauz sometimes they abuse....

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Jecht](#) on Sun, 31 Jul 2005 16:16:37 GMT

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server owners can abuse their power all they want. It is after all, THEIR server. You don't have to play in it.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [\\$c0p3](#) on Sun, 31 Jul 2005 16:50:40 GMT

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The x71 after Mina's name is as original as pepsi. I should have copyrighted that, tbh.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Sun, 31 Jul 2005 17:23:28 GMT

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\$c0p3 wrote on Sun, 31 July 2005 12:50The x71 after Mina's name is as original as pepsi. I should have copyrighted that, tbh.

If you wanna separate the nick: it's Minax_71, not Mina_x71. And I agree that it is not very original. Millions of people were born at that year; for example me

MfG;
Minax71

PS: I am using the nickname in the internet since Diablo I came out. Is your "copyright" as old as that

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [PrinceWolf](#) on Sun, 31 Jul 2005 18:34:10 GMT

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that post on this new as flash viewer of games is awesome. That is the coolest idea ever nice 1

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Goztow](#) on Mon, 01 Aug 2005 06:52:22 GMT

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Question: will it only work for dedicated servers? Cause if you play a CW and someone can put this working on his private server, then he might get a hell of an advantage (like a clan member reading what's happening in TS)...

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Mon, 01 Aug 2005 07:19:55 GMT

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It only works on SSAOW which is setup to create gamelog files.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Enrique_lobos](#) on Tue, 02 Aug 2005 23:58:35 GMT

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to bad u dont od it this before Ren is like Dead..

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Jecht](#) on Wed, 03 Aug 2005 02:50:35 GMT

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Enrique_lobos wrote on Tue, 02 August 2005 18:58to bad u dont od it this before Ren is like Dead..

Translation: To bad you didn't do this earlier, Renegade is almost dead now.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [mac](#) on Wed, 03 Aug 2005 07:43:45 GMT

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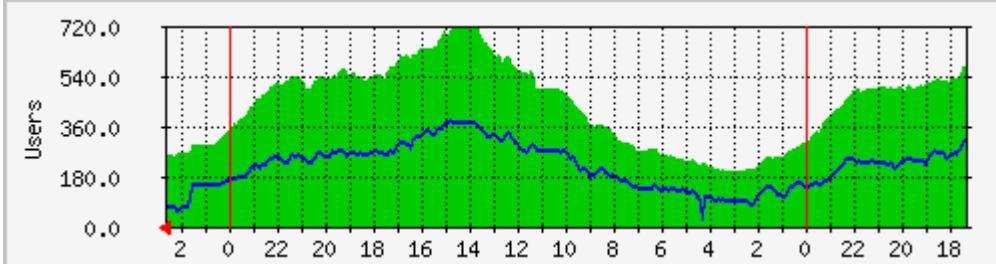
Renegade is not dead.

Here, yesterdays RenGuard Statistics. About 750 users tops, for a weekday. That is very

impressive. You are looking at about 60-70% of all renegade users, so we got a peak amount of slightly over 1000. That is NOT dead.

File Attachments

1) [reneguard-day.gif](#), downloaded 489 times



Subject: ... news ... news ... news ... news ...

Posted by [Minax71](#) on Wed, 03 Aug 2005 14:09:06 GMT

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Well, dead or alive - here are two new screenies to keep you attracted. Both show new features that had not been implemented last week.

Seems like Sekhmet is having a tough stand vs. Officer Dandan. Luckily for Nod he is not the only defender.

Units, Vehicles & Buildings have hitpoints now that can be visualized during replay.

Ooops - seems that SOL2 of Nod stole a GDI Humvee. Silly GDI.

Look at that coward in the medium tank who is moving away from the battle !

Changes since last week:

Hitpoint visualization

Destroyed buildings are shown correctly

Players can be selected by mouse to enable tracking

Vehicles have a viewable passenger list

Stealth units become stealthed

Lots of bugfixes and optimizations

Watch out for the public beta release (hopefully at the end of this week) to play around with the first test replays!

MfG;

Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Goztow](#) on Wed, 03 Aug 2005 14:51:10 GMT

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Amazing! It's making me think of CnC and that's what it needs to do

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Enrique_lobos](#) on Thu, 04 Aug 2005 23:35:22 GMT

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ya maybe dead maybe not lol but look like a nice programme and strong. did MP server use a Beta version?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [sterps](#) on Fri, 05 Aug 2005 01:51:54 GMT

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Nice work and welcome to the community

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Fri, 05 Aug 2005 07:34:27 GMT

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Enrique_lobos wrote on Thu, 04 August 2005 18:35 did MP server use a Beta version?

@Enrique: MP server ? Whats that. Beta version of what ?

@Sterps: ThX

MfG;
Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Kanezor](#) on Sat, 06 Aug 2005 04:46:54 GMT

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What's with the red/yellow lines everywhere? Players' viewing angles?

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Minax71](#) on Sat, 06 Aug 2005 06:48:48 GMT

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Damage.

Yellow Line = GDI is making damage. Red Line = Nod is making damage. To avoid total chaos on the screen, only damage received by vehicles or buildings is displayed - and only if it does at least a reasonable amount of damage. I do not display pistol shots against a flame tank.

It is pretty self explaining if you see it "in action"

MfG;
ChaosE

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Prulez](#) on Sat, 06 Aug 2005 16:53:33 GMT

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nvm.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Sir Kane](#) on Sat, 06 Aug 2005 18:56:45 GMT

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What the fuck, have you EVER played ANY strategy Command & Conquer game? This obviously is the selection/etc cursor.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post

Posted by [Minax71](#) on Sat, 06 Aug 2005 21:00:10 GMT

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Silent Kane wrote on Sat, 06 August 2005 13:56What the fuck, have you EVER played ANY strategy Command & Conquer game? This obviously is the selection/etc cursor.

Ssshhh ... he just asked. No need to use such language!

But SK is right: It's the mouse pointer. I used SWF to zoom in, that's why it appears to be that biggy! A "real" zoom feature would be nice ... just another thing on my long TODO list ...

MfG;
Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [dudley](#) on Sun, 07 Aug 2005 15:42:27 GMT

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awesome work

the delay timer of 10 sec in the live version wud be a bit short i think...
it still shows peoples what they r planning, and a good working rush takes longer than 10 sec

maybe use a min or 2, that's still "live" enough (HLTV uses 5 mins delay time, so that's not much
really)

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Sun, 07 Aug 2005 16:10:52 GMT

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Hello Dudley,

Dudley wrote on Sun, 07 August 2005 10:42awesome work

ThX

Dudley wrote on Sun, 07 August 2005 10:42

the delay timer of 10 sec in the live version wud be a bit short i think... it still shows peoples what
they r planning, and a good working rush takes longer than 10 sec

maybe use a min or 2, that's still "live" enough (HLTV uses 5 mins delay time, so that's not much
really)

The delay will be configurable by the server owner. If he chooses 10 seconds, it'll be 10 seconds.
If he chooses 10 minutes, it'll be that long. He can even turn off live view totally

MfG;
ChaosE

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [dudley](#) on Sun, 07 Aug 2005 17:16:47 GMT

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i like it more and more

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Sun, 07 Aug 2005 17:50:46 GMT

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Check out the first public beta at <http://www.renegadeforums.com/index.php/t/15789/19848/>

MfG;
Minax71

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Prulez](#) on Sun, 07 Aug 2005 18:10:07 GMT

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Sorry that i am not so technical, I can't help it.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [dsi1](#) on Sun, 07 Aug 2005 22:23:18 GMT

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whoops never mind

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Nightma12](#) on Mon, 08 Aug 2005 06:54:46 GMT

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perhaps make it look exactly like TD?

but other than that, looks great!

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Enrique_lobos](#) on Mon, 08 Aug 2005 22:37:25 GMT

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hey nice work i see the bate version .. that can change the view of The matches

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Renegage](#) on Tue, 16 Aug 2005 09:16:11 GMT

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thats kool, very useful

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [\[mp\]Stain_alive5](#) on Sun, 04 Sep 2005 18:11:34 GMT

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WOOT, i'm famous now i'm i that pic WOOT so happy! Thats cool to that you can basically "replay" the match.

SO HAPPY!

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Tue, 06 Sep 2005 06:00:30 GMT

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Hehe - glad you like it I think I could tell you every playername in the first 3 test replays I had while sleeping. Watched them about 100 times when I was writing the first RenVis Version to test my work.

BTW- the second public beta is out, with many new features & graphics; click here for more infos.

MfG;
Minax71

PS: renvis is called RenHawk now.

Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Mighty BOB!](#) on Fri, 21 Oct 2005 02:16:25 GMT

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Any news?
