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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 succesfully 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 'shoped 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

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