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Subject: Re: renvis - first public beta  
Posted by [Minax71](#) on Sat, 13 Aug 2005 20:54:34 GMT  
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Hello there,

having a kinda busy weekend but I'll try to answer your questions in short:

Snipz wrote on Thu, 11 August 2005 10:45:1. is there any way to get the scroll bar on the right to auto scroll down as new text appears?  
2. Is there any way to show beacons when they are placed and maybe show a small countdown next to the beacon?

Hello Snipz: Yes, I already added autoscrolling to the message log, dont ask my why it was turned off in the first beta. You'll get it in the next public beta, which will come out very likely in one week. Visualizing beacons is planned; however that new log file version \*peers at mac\*

dsi1 wrote on Fri, 12 August 2005 17:11: Do you know any servers that are going to host replays yet?

@dsi1: Several server owner asked for it. When the next beta comes out, I will add a few php scripts for server owners to host their own replays. However; since I still rewrite the log format every 2nd day, everything will look a little "homemade" in the first version.

[RGAslyfox wrote on Sat, 13 August 2005 09:59] Will be available for every map in the future? Also will this not take up a lot of space after quite a few replays have been made? Anyways renvis looks amazing, you're an amazing coder. Keep on producing the high quality scripts.

@Aslyfox: Yes, renvis will support all more or less common maps. Thanks to Crimson, Grey and lately SK I have a large number of high quality map overview pictures - some of them even with tunnels! I will also add a "howto" for map makers which want to add their own personal and maybe not so well known maps.

To the size: renvis works with a compressed version of the game log files. The biggest replayfile I currently have is a field replay with 24 player over 45 Minutes and it has 790 kb (original logfile = 11 MB). So it shouldnt be that hard for a server owner to host the replays of the last 14 days or more. Also, players can download a replay file and play it on their own machines. Thanks for the compliments

nooberNXC wrote on Sat, 13 August 2005 14:26: Now I don't know if this means anything, but I would like to offer my time and my server to the first public beta of the live RenVis.

@nooberNXC: Sure! I'll let you know when the next beta release comes out. What is your server called btw ? WOL or GSA ?

MfG;  
Minax71

PS: Latest news in telegram mode: Much more maps supported, map backgrounds also show tunnels, several bugs fixed, show-all-player-positions mode & smaller replay-logfiles. Currently I am working on a more CNC like GUI - mainly to prevent mac from asking me twice a day about it

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