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Subject: Re: renvis needs a new name !

Posted by [Minax71](#) on Fri, 19 Aug 2005 06:36:55 GMT

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majikent wrote on Thu, 18 August 2005 23:51Parad0x wrote on Thu, 18 August 2005 17:27how come that image shows so many dots? i mean, a servers max is 127 but theres way more than that there?

It's not showing all the players currently in the game at that time. What that is showing is the locations that a player was on the map during the entire game.

Meaning where all the yellow dots were, there was a GDI player there at one point in the game. And where all the red dots are, there was a Nod player there at one point in the game.

Exactly. It can be used for tactical analyses - or just for fun. You can get a good guess where the fights took place in the viewed game; for example in the screeny above, almost all Nod positions where in their own base - while it seems that GDI has been attacking with massive firepower, keeping most Nods busy repairing & fighting them.

@CMatt: RenHawk would also be a nice name Google lists three pages of links but they look harmless ...

MfG;  
Minax71

PS: Did anyone notice that Islands has a new background picture in this picture? It is rendered using orthogonal projection & contains tunnels, thanks to Silent Kane & Grey !

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