
Subject: Re: renvis - first public beta
Posted by [Minax71](#) on Tue, 23 Aug 2005 13:52:49 GMT
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Hello World!

I've got some good & some bad news for you, regarding the next beta version.

Bad news first: the next beta didnt came out last weekend and might still take some days. Also I cant promise there will be support for server owners that early (however I will still try to finish that part asap).

The good news is simply the reason for the bad one: mac wrote a new version of the gamelog creator. The new gamelogs will contain many information that renvis could not visualize before:

mines,
timed & remote c4,
beacons,
player scores and
chats

I am currently working on those. mines & chats can already be seen. I might add a screenshot lateron

Updtate: Here are the screenshots ! Click on the pictures for a normal-sized version !

GDI & Nod discuss tactics for the next moves ...

The entrance of the GDI base is mined very well.

Further progress:

Several more visualization bugs fixed, no "shots from the nowhere" anymore.

Again some work to make replay-logfiles much smaller. Example:

9.269.701 2005-08-19 13:47 hour_2.txt (original)

369.635 2005-08-22 20:32 hour_2z.txt (last compression level)

227.046 2005-08-23 11:19 hour_2z.txt (current compression level)

Thats almost 2/3 of the former level (!)

Autoscrolling text log & new gui.

So, please ... be a little more patient. I hope it will be worth it !

MfG;
Minax71
