
Subject: Re: renvis - first public beta

Posted by [Minax71](#) on Fri, 02 Sep 2005 08:21:34 GMT

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Hello everyone,

dsi1 wrote on Fri, 26 August 2005 22:18yay some bugs are fixed and when can we expect a release or some more movies with the updated version?

@dsi1: Yes, after the evil RealLife beast had me in his claws for some time, I'll finally be able to publish a new public beta, including many new features thie weekend. The new name will be "RenHawk" btw.

Prulez wrote on Mon, 29 August 2005 09:43As i Mentioned before, in my Edit, can you add some sounds to RenVis, as it is getting bored after a while.

@Prulez: Yes, I am already thinking about that. Things like an "Affirmative!" sample from Havoc when you click on a soldier etc. However I will first have to contact EA/Westwood if they wont send their lawyers by helicopter if I integrate original CNC sounds. In any case - many other features will be implemented FIRST before I come to sound.

Uberfahr wrote on Thu, 18 August 2005 07:51This is absolutely great! Especially for CWs and analysis.

@Uberfahr: Just one question: I hope this cannot be abused by server admins to "watch" the positions of the enemies, can it?

But again: absolutely fantastic!

Glad you like it The analyse features of the next version will be greatly improved - look forward to it this WE. Yes, server admins could abuse renvis for their own advantage. But since admins have almost unlimited possibilities to get advantage over other players, I do not see how this could be stoped. Just play on servers you can trust - there are many.

MfG;
Minax71