
Subject: RenHawk Source

Posted by [halo2pac](#) on Tue, 30 Dec 2008 02:02:04 GMT

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What is RenHawk? If you do not already know then:

<http://www.renegadewiki.com/index.php?title=RenHawk>

<http://www.renegadeforums.com/index.php?t=msg&goto=169351&rid=0>

http://www.blackhand-studios.net/renhawk/renhawk_beta2/renhawk.html

"ReadMe.txt" Well halo2pac was board for a bit,
so instead of working on [HB] he did this.

RenHawk Flash Source Code & Flash Objects

I don't know if Minax71 wants me to do this or not,
but he is no where to be found.

Took me a while to decompile it all and get it
organized so give me a little credit for that.

Well do what you like.

I do not help debug any errors.

So if the original owner has abandoned this...

I'm slapping the GPU/GNU License on this code.

Folders are organized by the objects.

Action - Action scripts (Code).

Font - Fonts.

Button - Button pics.

Frame - Sets of images put into a 'frame'.

Sprites - Images...

The rest are basicly easy to understand.

+++ May the memory of Minax71's work live on +++

~halo2pac

www.halo2pac.co.nr

Some of you may think it is easy to decompile flash, that may be true to some extent, but I do not

see any of you taking the initiative to do so.

So at least give me credit for taking the time and effort to do so.

Long Live Minax71!

Download:

http://www.halo2pac.info/downloads/renhawk_source.zip
