Subject: renvis - first public beta
Posted by Minax71 on Sun, 07 Aug 2005 16:29:22 GMT
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Hello everyone,

as promised, BHS is giving you a better peek on the new renvis project by publishing a first beta version. Please keep in mind, that the word "beta" includes that it might (and will!) contain bugs & glitches.

In the first beta release you'll be able to play around with three different replays. Here they are:

hourglass replay
island replay
gobi replay
After the gamedata is loaded, give it 1-2 seconds to prepare the replay If the replay appears slow or jumpy for you, pls let me know.

New features in the beta since last screenies:

You think we'd been sleepy? You were wrong!

Two more maps are supported (Gobi & Siege, thanks to Grey!).
Major rework of the animation code; renvis should run faster on most machines now.
Bug fixes.

Known bugs

There still several glitches in the replay, that need to be taken care of.

Turrets deal damage, but dont receive any and are not destroyed (log file info missing).
Sometimes a soldier / vehicle does not vanish from the screen after being destroyed.
Stop & rewind button sometimes confuse renvis. This can result in "undefined" soldier types & more.

To Do

Some features planned for the upcoming versions

crates, beacons & mines,
zoom,
better GUI,
more maps,
live view support (with configurable delay),
chat log, game statistics and much more.

The next release is planed to be given to other server owners to visualize their own gamelogs. Basicaly what is needed for that are more supported maps by renvis - and some php scripting for

comfortable logfile hosting

Have fun !

MfG;
Minax71

UPDATE: There is a new beta version out by now, see here.