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Subject: Re: renvis - first public beta  
Posted by [Minax71](#) on Wed, 10 Aug 2005 08:46:50 GMT  
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Kanezor wrote on Tue, 09 August 2005 17:56 It'd be cool if you could add the URL for the replay for the last game you played (if available) to the RenGuard client screen -- then, you could exit the game and see what went wrong (or right).

@Kanezor: Or the server you are playing on can host a website with all logs in the last two weeks for example. It would also be possible to filter these ("show me all replays on volcano" - "show me all replays with player Slartibartfast" - "show me all replays where GDI wins" etc.)

dsi1 wrote on Tue, 09 August 2005 21:37

I also found a bug when vehicles are destroyed it wont show the dots for people watch Hourglass and when a hotties vehicle is destroyed she goes and repairs the AGT but you dont see her dot just the repair line

@ds1: Yes! You were totally right - I stumbled over the bug yesterday as well. The player dot is turned invisible when the player enters a vehicle and visible again when he leaves it. But I forgot that a vehicle can also be destroyed ... making the driver and all passengers remain invisible in the replay until their death. Wont appear again in the next public beta

dsi1 wrote on Tue, 09 August 2005 21:37

So when will you release new replays and where will we be able to get replays when Renvis is released.

Next release will most likely be in 10 days. But you know how it is; its done when its done. There will be more replays included, and also some support for server owners to make & host their own.

MfG;  
Minax71

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