
Subject: Re: Announcing new BHS Member Minax71 / renVis announcement post
Posted by [Minax71](#) on Fri, 29 Jul 2005 07:03:44 GMT

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Ma1kel wrote on Thu, 28 July 2005 17:54 Will the program be able to recognize server side modifications? (like adding Turrets/Guard Towers to a map)

Yes. Basicly the player can visualize every replay, even of complete new or unknown maps. In this case, there will be no background picture - but you still see the building positions and the moving units / vehicles.

The player itself triest to detect the map by the position of the buildings and dynamicaly loads the correct background picture if the map is recognized. It will be possible to add your own map bg-pictures on your own server - or I can add them to the ofical version when somone sends me the screenshot (I might need some more help at this point anyway, right now I have only the "official" renegade maps, for example I have no overview pictures of fieldTS or the aircraft killer maps).

EXdeath7 wrote on Fri, 29 July 2005 00:45 Cool! Do you think there will be some kind of mod support?

What kind of ?

MfG;
Minax71
