
Subject: RenHawk - second public beta

Posted by [Minax71](#) on Sun, 04 Sep 2005 17:25:21 GMT

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Hello everyone,

late but here it is; the second public beta of RenHawk (former renvis). RenHawk is watching anything that moves in a renegade game - just like a real hawk.

Click on the picture above to see five new replays and many new features !

New features in the second beta

Thats why you had to wait so long!

New GUI

Chats !

Mines, Timed C4 + Beacons are displayed

Fireworks: Timed C4 explodes, Vehicles explode, Nukes & Ions hit

Soldier vs Soldier fights

Standart map backgroundss are rendered with orthogonal projection (thX to SK)

Map backgrounds also include tunnels now (thX to grey)

"Show all player positions in game" feature

Much smaller log files

More maps

Smoother animations

Many, many Bug fixes

Known bugs

Why RenHawk is still called "beta".

Chat lines which contain special chars (like german umlaute) are not displayed correctly currently

C4 attached to vehicles does not move when the vehicle moves - it just remains on the ground

When zooming in, text & mouse pointer are also "zoomed"

Stop & rewind button still sometimes confuse the replay

Ion Canon strikes badly need an upnicing

To Do

Some more features are planned for the next versions

crates

zoom,

even better GUI,
more maps,
live view support (with configurable delay),
score, money, game statistics and much more.

Hope you like it ! If you find any bugs or have any questions - just post them here. Enthusiastic remarks will also be welcome

MfG;
Minax71
