
Subject: Re: a new renhawk!

Posted by [jnz](#) on Wed, 08 Nov 2006 03:15:27 GMT

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ok. finally.

i have a very crude version comming out in less than a week
at the moment it will only work, with player 1. and you have to specify the map it is on. also, it will
not work online ether because of the way it reads the files.

i have the program working with a text file I have create so i just need to add a few statements to
get it to read from gamelog.

i need someone to open help me with the map grafix, so if you want to help. pm me, please! all i
need really is to open all the maps in a w3d viewer or something and render a birds eye view of it.
all maps need to be taken from the exact same point (z,x and y) otherwise the program won't
work.

i have already learnt alot form this. i didn't know at all how to program windows forms .net so all
this is new to me. thanks in advanced to anyone willing to help me with the maps.
