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Subject: SEye 0.3.0B

Posted by [jnz](#) on Thu, 26 Apr 2007 21:06:19 GMT

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Some of the buildings are a little "crude", but it does take along time to add each one. With this release i just want to test the server.

To install, unzip everything to a folder. Do **\*NOT\*** edit SEye.ini. Unless you actually know what you are editing, the only person that does is me atm.

To connect, run the SEye binary. Go to File->Connect, this should automatically connect to my 1player server. If the map doesn't automatically load, just re-try.

Please tell me what you think! (If bad, please constructively).

<http://www.dansprojects.com/Seye/Seye.zip>

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