Subject: renvis - first public beta
Posted by Minax71 on Sun, 07 Aug 2005 16:29:22 GMT

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Hello everyone,

as promised, BHS is giving you a better peek on the new renvis project by publishing a first beta version. Please keep in mind, that the word "beta" includes that it might (and will!) contain bugs & glitches.

In the first beta release you'll be able to play around with three different replays. Here they are:

hourglass replay
island replay
gobi replay
After the gamedata is loaded, give it 1-2 seconds to prepare the replay If the replay appears slow or jumpy for you, pls let me know.

New features in the beta since last screenies:

You think we'd been sleepy? You were wrong!

Two more maps are supported (Gobi & Siege, thanks to Grey!).
Major rework of the animation code; renvis should run faster on most machines now.
Bug fixes.

Known bugs

There still several glitches in the replay, that need to be taken care of.

Turrets deal damage, but dont receive any and are not destroyed (log file info missing).
Sometimes a soldier / vehicle does not vanish from the screen after being destroyed.
Stop & rewind button sometimes confuse renvis. This can result in "undefined" soldier types & more.

To Do

Some features planned for the upcoming versions

crates, beacons & mines,
zoom,
better GUI,
more maps,
live view support (with configurable delay),
chat log, game statistics and much more.

The next release is planed to be given to other server owners to visualize their own gamelogs.
Basicaly what is needed for that are more supported maps by renvis - and some php scripting for

comfortable logfile hosting

Have fun !

MfG;
Minax71

UPDATE: There is a new beta version out by now, see here.

Subject: Re: renvis - first public beta
Posted by Prulez on Sun, 07 Aug 2005 18:19:48 GMT
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 Great Yob! I love it! I only thought it was a download, But i still love it!

Greetz,

Prulez

EDIT: Maybe it is possible to make sounds, as it'll get boring after a time whith no sounds.

Subject: Re: renvis - first public beta
Posted by dsi1 on Sun, 07 Aug 2005 23:48:08 GMT
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This is the best thing for renegade since rengaurd

Subject: Re: renvis - first public beta
Posted by xptek on Mon, 08 Aug 2005 04:54:21 GMT
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Wow, great work.

Keep it up, BHS.

Subject: Re: renvis - first public beta
Posted by Psych0 on Mon, 08 Aug 2005 14:06:04 GMT
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This is awesome i could sit here for hours watching it XD

Subject: Re: renvis - first public beta
Posted by Minax71 on Mon, 08 Aug 2005 20:50:51 GMT
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Psych0 wrote on Mon, 08 August 2005 09:06This is awesome i could sit here for hours watching it XD

Yeah, every replay has its "treasures" On the gobi replay of this beta for example is a very nice SBH teamwork of Nod - 4 SBHs gather in GDI base and wait for each other before they drop the beacons. Very nice. A little later, when GDI seems to be already dead you can watch a GDI hotwire make it alive to Nod's base, blow up Hand with c4 and even make it back alive. Very cool - especialy since GDI already lost the barracks at that time.

BTW: The loading times in the next beta release will be significantly shorter - the logfiles could be reduced even more without information loss.

MfG;
Minax71

Subject: Re: renvis - first public beta
Posted by RyuKishen on Mon, 08 Aug 2005 21:56:15 GMT
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Awesome

Keep it up

Subject: Re: renvis - first public beta
Posted by Enrique_lobos on Mon, 08 Aug 2005 22:42:44 GMT
View Forum Message <> Reply to Message

Nice work   is better them RG lol NICE

But onw Question Who can use this?? all Client with RG or just the Admins ????

the best

Subject: Re: renvis - first public beta
Posted by Enrique_lobos on Mon, 08 Aug 2005 22:44:16 GMT
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and continue your nice work .. maybe u can do a New CNC Renegade 2 eheh

---

Subject: Re: renvis - first public beta
Posted by cmatt42 on Tue, 09 Aug 2005 00:23:46 GMT
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This is staggeringly awesome!

Subject: Re: renvis - first public beta
Posted by Minax71 on Tue, 09 Aug 2005 06:49:28 GMT
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@All who expressed their happiness about the buggy beta: Thx !!

Enrique_lobos wrote on Mon, 08 August 2005 18:42Nice work   is better them RG lol NICE

But onw Question Who can use this?? all Client with RG or just the Admins ????

the best

Hello Enrique

Glad you like it The replays can be viewed by any person - once they get the log. The log is generated by the game server - so it is the server owners decision if he makes a or all logs available for public viewing / download.

MfG;
Minax71

PS: Thx for the flowers ... but writing a replay tool in actionscript and developing Renegade 2 is something completely different

---

Subject: Re: renvis - first public beta
Posted by Kanezor on Tue, 09 Aug 2005 22:56:27 GMT
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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). That'd be totally awesome.

Subject: Re: renvis - first public beta
Posted by TD on Wed, 10 Aug 2005 01:33:52 GMT
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Wow damn that looks great.

Developing this is way better than making Renegade 2.

This 0wns. I hope we can get a beta version to use with our LOGS.

Nice job, great work man. Keep us updated of every step you take

---

Subject: Re: renvis - first public beta
Posted by dsi1 on Wed, 10 Aug 2005 02:37:40 GMT
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So when will you release new replays and where will we be able to get replays when Renvis is released.

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

---

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 17:56It'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 vechicles are destroyed it wont show the dots for people watch Hourglass and when a hotties vechicle is destroyed she goes and repairs the AGT but you dont see her dot just the repair line

@ds1: Yes! You were totaly 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

Subject: Re: renvis - first public beta
Posted by Snipz on Thu, 11 Aug 2005 15:45:27 GMT
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Great work,   well done.
Couple questions,
1. is there any way to get the scroll bar on the right to auto scroll down as new text appears?
2. Is there any way to show beacons when they are placed and maybe show a small countdown next to the beacon?

Subject: Re: renvis - first public beta
Posted by GoArmy44 on Thu, 11 Aug 2005 20:49:43 GMT
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I must say, this is pretty neat... keep up the good work.

Subject: Re: renvis - first public beta
Posted by dsi1 on Fri, 12 Aug 2005 22:11:48 GMT
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Do you know any servers that are going to host replays yet?

Subject: Re: renvis - first public beta
Posted by jalil on Fri, 12 Aug 2005 22:30:05 GMT
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can i know wut the hell is blacklisted renguard executable????? and why i got banned :S:S:S i never tryed anything jesus un ban me plz!!!!!!! :S please!

Subject: Re: renvis - first public beta
Posted by dsi1 on Fri, 12 Aug 2005 22:41:39 GMT
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jalil wrote on Fri, 12 August 2005 17:30can i know wut the hell is blacklisted renguard

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executable????? and why i got banned :S:S:S

Wrong place dude.

Subject: Re: renvis - first public beta
Posted by [RG]Aslyfox on Sat, 13 Aug 2005 14:59:53 GMT
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Will be availible for every map in the future?
Also will this not take up a lot of space after quite a few replays have been made?
Anyways renvis looks amazing, you're an amazing coder. Keep on producing the high quality scripts.

Subject: Re: renvis - first public beta
Posted by nooberNXC on Sat, 13 Aug 2005 19:26:31 GMT
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Now I don't know if this means anything, but I would like to offer my time and my server to the first public beta of the live RenVis. I will report any bugs and such, because I assume you guys need people watching them from all different angles. Please contact me at nooberNXC@yahoo.com

Thank you and very nice work.

Subject: Re: renvis - first public beta
Posted by Minax71 on Sat, 13 Aug 2005 20:54:34 GMT
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Hello there,

having a kinda busy weekend but I'll try to answer your questions in short:

Snipz wrote on Thu, 11 August 2005 10:451. is there any way to get the scroll bar on the right to auto scroll down as new text appears?
2. Is there any way to show beacons when they are placed and maybe show a small countdown next to the beacon?

Hello Snipz: Yes, I already added autoscrolling to the message log, dont ask my why it was turned off in the first beta. You'll get it in the next public beta, which will come out very likely in one week. Visualizing beacons is planned; however that new log file version *peers at mac*

dsi1 wrote on Fri, 12 August 2005 17:11Do you know any servers that are going to host replays yet?

@dsi1: Several server owner asked for it. When the next beta comes out, I will add a few php

---

scripts for server owners to host their own replays. However; since I still rewrite the log format every 2nd day, everything will look a little "homemade" in the first version.

[RGAslyfox wrote on Sat, 13 August 2005 09:59]Will be availible for every map in the future? Also will this not take up a lot of space after quite a few replays have been made?
Anyways renvis looks amazing, you're an amazing coder. Keep on producing the high quality scripts.

@Aslyfox: Yes, renvis will support all more or less common maps. Thanks to Crimson, Grey and lately SK I have a large number of high quality map overview pictures - some of them even with tunnels! I will also add a "howto" for map makers which want to add their own personal and maybe not so well known maps.

To the size: renvis works with a compressed version of the game log files. The biggest replayfile I currently have is a field replay with 24 player over 45 Minutes and it has 790 kb (original logfile = 11 MB). So it shouldnt be that hard for a server owner to host the replays of the last 14 days or more. Also, players can download a replay file and play it on their own machines. Thanks for the compliments

nooberNXC wrote on Sat, 13 August 2005 14:26Now I don't know if this means anything, but I would like to offer my time and my server to the first public beta of the live RenVis.

@nooberNXC: Sure! I'll let you know when the next beta release comes out. What is your server called btw ? WOL or GSA ?

MfG;
Minax71

PS: Latest news in telegram mode: Much more maps supported, map backgrounds also show tunnels, several bugs fixed, show-all-player-positions mode & smaller replay-logfiles. Currently I am working on a more CNC like GUI - mainly to prevent mac from asking me twice a day about it

Subject: Re: renvis - first public beta
Posted by NXunique on Sun, 14 Aug 2005 01:32:03 GMT
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this looks awesome man

Subject: Re: renvis - first public beta
Posted by pyroacidk on Mon, 15 Aug 2005 09:01:23 GMT
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Hey,
Will an option be availible for administrators to view live feeds to help stop cheaters?

E.G Admin in IRC, and people complaining of a cheater with wall hacks.

Please DO NOT MENTION RENGAURD towards ^^.

I would run renguard on my server, but NR doesnt support renguard at the moment, and only full-renguard is available via the SSC.

Thanks

P.S Great work, Action Script is a cunt, I've used it before.

Subject: Re: renvis - first public beta
Posted by warranto on Tue, 16 Aug 2005 18:57:10 GMT
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It looks great. A couple of suggestions though.

Add a button in the GUI that allows the unit names to be shown, seperate from the player names. Having both on at the same time clutters things up.

I don't know if this would be possible, but perhaps a version with a "commander" option could be possible. Someone joins/voted in as a commander, and tells the units what is going on, as they have an overhead view. Of course, to compensate, the commander could only see what a unit on the field could see. (ie. a Nod commander NOT being able to view the GDI base unless a unit in the game can see it.) Just a suggestion to put out there.

Subject: Re: renvis - first public beta
Posted by dsi1 on Tue, 16 Aug 2005 23:52:52 GMT
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The 2nd idea is great but I am not shure it will work remember Renegade isnt very new

---

Subject: Re: renvis - first public beta
Posted by warranto on Wed, 17 Aug 2005 03:18:42 GMT
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I do realize that, however, the logic behind this is as such:

The player chosen (by whatever means) is the only one who has access to that particular game. The bot in charge of the server then relays the information and a password to the site (server owner controlled, via uploaded to a website?) where the program is located.

Example: The n00bstories server allows me access to the site, so I pass my user name and password through brenbot on the n00bstories irc server (or via page from the game server). I then

go to the n00bstories website, click on the secure link and type in my user name and password. I am then granted access to what the players on my team are able to see. During the course of the level, or once it was finnished, if I am removed from the commander position, the site restricts access to me (the user name), and the new person is allowed to join. This would leave a player position filled, and someone seeming as though they are AFK for the duration of the game, but it doesn't affect the game play as that happens for both sides (unless the player is in windowed mode, or wants to tab out all the time).

Subject: Re: renvis - first public beta
Posted by Zonekill9 on Wed, 17 Aug 2005 23:51:29 GMT
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omg this thing OWNZ

All the bugs I found were already said or know so no need to report them again.

Subject: Re: renvis - first public beta
Posted by Uberfahr on Thu, 18 Aug 2005 12:51:35 GMT
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This is absolutely great! Especially for CWs and analysis.

Just one question: I hope this cannot be abused by server admins to "watch" the positions of the enemies, can it?

But again: absolutely fantastic!

Subject: Re: renvis - first public beta
Posted by Goztow on Thu, 18 Aug 2005 13:11:02 GMT
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Uberfahr wrote on Thu, 18 August 2005 08:51
Just one question: I hope this cannot be abused by server admins to "watch" the positions of the enemies, can it?

Ofcourse it can, everything can be abused . You'll have to go on a server that you trust, I guess...

Subject: Re: renvis - first public beta
Posted by Minax71 on Tue, 23 Aug 2005 13:52:49 GMT
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Hello World!

I've got some good & some bad news for you, regarding the next beta version.

Bad news first: the next beta didnt came out last weekend and might still take some days. Also I cant promise there will be support for server owners that early (however I will still try to finish that part asap).

The good news is simply the reason for the bad one: mac wrote a new version of the gamelog creator. The new gamelogs will contain many information that renvis could not visualize before:

 mines,
 timed & remote c4,
 beacons,
 player scores and
 chats
I am currently working on those. mines & chats can already be seen. I might add a screenshot lateron

Updtate: Here are the screenshots ! Click on the pictures for a normal-sized version !

GDI & Nod discuss tactics for the next moves ...

The entrance of the GDI base is mined very well.

Further progress:

Several more visualization bugs fixed, no "shots from the nowhere" anymore.
Again some work to make replay-logfiles much smaller. Example:
9.269.701 2005-08-19 13:47 hour_2.txt (original)
  369.635 2005-08-22 20:32 hour_2z.txt (last compression level)
  227.046 2005-08-23 11:19 hour_2z.txt (current compression level)
Thats almost 2/3 of the former level (!)
Autoscrolling text log & new gui.
So, please ... be a little more patient. I hope it will be worth it !

MfG;
Minax71

Subject: Re: renvis - first public beta

Posted by [dsi1](#) on Tue, 23 Aug 2005 21:49:14 GMT
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Have you fixed some or all of the bugs

Subject: Re: renvis - first public beta
Posted by [Minax71](#) on Wed, 24 Aug 2005 06:58:42 GMT
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dsi1 wrote on Tue, 23 August 2005 16:49Have you fixed some or all of the bugs

Bugfree programs are a myth

Mfg;
Minax71

Subject: Re: renvis - first public beta
Posted by [dsi1](#) on Wed, 24 Aug 2005 21:21:52 GMT
[View Forum Message](#) <> [Reply to Message](#)

Well then have you fixed ANY bugs

Subject: Re: renvis - first public beta
Posted by [Minax71](#) on Wed, 24 Aug 2005 22:33:58 GMT
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dsi1 wrote on Wed, 24 August 2005 16:21Well then have you fixed ANY bugs

A lot Hopefuly at least half as much as I added when implementing the new features

No, I fixed all bugs that were mentioned in the forums + the ones I stumbled over by myself. Wich does not mean that it is bug free now.

MfG;
ChaosE

Subject: Re: renvis - first public beta
Posted by [dsi1](#) on Sat, 27 Aug 2005 03:18:00 GMT
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yay some bugs are fixed and when can we expect a release or some more movies with the updated version?

Subject: Re: renvis - first public beta
Posted by Prulez on Mon, 29 Aug 2005 13:43:01 GMT
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As i Mentioned before, in my Edit, can you add some sounds to RenVis, as it is getting bored after a while.

Thanks.

Greetz, Prulez

Subject: Re: renvis - first public beta
Posted by dsi1 on Tue, 30 Aug 2005 22:57:10 GMT
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sounds would be good but what?

Subject: Re: renvis - first public beta
Posted by Prulez on Wed, 31 Aug 2005 12:46:06 GMT
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But what?

Subject: Re: renvis - first public beta
Posted by Minax71 on Fri, 02 Sep 2005 08:21:34 GMT
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Hello everyone,

dsi1 wrote on Fri, 26 August 2005 22:18yay some bugs are fixed and when can we expect a release or some more movies with the updated version?

@dsi1: Yes, after the evil RealLife beast had me in his claws for some time, I'll finaly be able to publish a new public beta, including many new features thie weekend. The new name will be "RenHawk" btw.

Prulez wrote on Mon, 29 August 2005 09:43As i Mentioned before, in my Edit, can you add some sounds to RenVis, as it is getting bored after a while.

@Prulez: Yes, I am already thinking about that. Things like an "Affirmative!" sample from Havoc when you click on a soldier etc. However I will first have to contact EA/Westwood if they wont send their lawyers by helicopter if I integrate original CNC sounds. In any case - many other features will be implemented FIRST before I come to sound.

Uberfahr wrote on Thu, 18 August 2005 07:51This is absolutely great! Especially for CWs and analysis.

@Uberfahr: Just one question: I hope this cannot be abused by server admins to "watch" the positions of the enemies, can it?

But again: absolutely fantastic!

Glad you like it The analyse features of the next version will be greatly improved - look forward to it this WE. Yes, server admins could abuse renvis for their own advantage. But since admins have almost unlimited possibilities to get advantage over other players, I do not see how this could be stoped. Just play on servers you can trust - there are many.

MfG;
Minax71

Subject: Re: renvis - first public beta
Posted by Ma1kel on Fri, 02 Sep 2005 08:47:05 GMT
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Minax71 wrote on Fri, 02 September 2005 03:21

@Prulez: Yes, I am already thinking about that. Things like an "Affirmative!" sample from Havoc when you click on a soldier etc. However I will first have to contact EA/Westwood if they wont send their lawyers by helicopter if they do so. In any case - many other features will be implemented FIRST before I come to sound.

What the heck do you mean with that?

Subject: Re: renvis - first public beta
Posted by Minax71 on Fri, 02 Sep 2005 10:19:20 GMT
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Ma1kel wrote on Fri, 02 September 2005 03:47Minax71 wrote on Fri, 02 September 2005 03:21

@Prulez: Yes, I am already thinking about that. Things like an "Affirmative!" sample from Havoc when you click on a soldier etc. However I will first have to contact EA/Westwood if they wont send their lawyers by helicopter if they do so. In any case - many other features will be implemented FIRST before I come to sound.

What the heck do you mean with that?

Sounds are copyrighted material. I changed my previous msg to make it more clear.

MfG;
Minax71

Subject: Re: renvis - first public beta
Posted by dsi1 on Mon, 05 Sep 2005 20:44:35 GMT
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Any updates for us Minax?

Subject: Re: renvis - first public beta
Posted by Minax71 on Mon, 05 Sep 2005 20:53:42 GMT
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dsi1 wrote on Mon, 05 September 2005 15:44Any updates for us Minax?

Sure- the second public beta is out, with many new features & graphics; click here for more infos.

MfG;
Minax71

PS: renvis is called RenHawk now.

Subject: Re: renvis - first public beta
Posted by Hades on Sat, 17 Sep 2005 02:41:15 GMT
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AWESOME when can we expect to be able to use this feature?