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 remarcs will also be welcome

MfG;
Minax71

Subject: Re: RenHawk - Second Public Beta
Posted by Scorpio9a on Sun, 04 Sep 2005 17:56:56 GMT
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Very nice, but i noticed that the tunnels in complex are missing?

Subject: Re: RenHawk - Second Public Beta
Posted by Minax71 on Sun, 04 Sep 2005 18:39:42 GMT
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Yes you are right - I am adding tunnles one by one. Sometimes tricky to make sure they look good and dont confuse to much.

MfG;
Minax71

Subject: Re: RenHawk - second public beta
Posted by warranto on Mon, 05 Sep 2005 06:29:28 GMT
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just in watching the previews, I've noticed that the buildings health does not decrease as it is hit, and remains at full after the building is destroyed.

edit: hmmm, watched the canyon one, and the building hit points worked properly in it.

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Wed, 07 Sep 2005 03:04:01 GMT
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They all worked right for me but the maps look off centered

Also I just thought of this in Yuri's Revenge you can see a teaser for Renegade. At the beginning you see the GDI base from mission two from the same perspective as Renhawk is this the look you are going for this look do you even have YR or have seen this yet?

Subject: Re: RenHawk - second public beta
Posted by AmunRa on Wed, 07 Sep 2005 20:23:26 GMT
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I would like to say: good job! can't wait till its out, it owns, and thnx!

Subject: Re: RenHawk - second public beta
Posted by Minax71 on Thu, 08 Sep 2005 15:14:03 GMT
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Hello everyone,

warranto wrote on Mon, 05 September 2005 01:29just in watching the previews, I've noticed that the buildings health does not decrease as it is hit, and remains at full after the building is destroyed.

@warranto: Very odd .. I'll look into it. There seems to be another problem with nukes as well.

dsi1 wrote on Tue, 06 September 2005 22:04do you even have YR or have seen this yet?

@dsi1: No, sadly not.

AmunRa wrote on Wed, 07 September 2005 15:23I would like to say: good job! can't wait till its out, it owns, and thnx!

@AmunRa: Why - thank you I'll try to get it finished asap, but it will take some more time. Expect a new beta in about 10 days ...

MfG;
Minax71

Subject: Re: RenHawk - second public beta
Posted by AmunRa on Fri, 09 Sep 2005 09:25:16 GMT
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Anytime, I;m just so excited, another tool to make renegade better! now all we need is a new BrenBot and cp2, then it will all be good!

Subject: Re: RenHawk - second public beta
Posted by Spoony_old on Fri, 09 Sep 2005 16:13:21 GMT
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This is just such an excellent thing. Thanks for the time you're putting into this, it's brilliant.

Subject: Re: RenHawk - second public beta
Posted by DarkSkuL on Fri, 09 Sep 2005 23:45:40 GMT
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Its already is a great tool and will be even better when it is realeased. but what about clanwars. i could be a really bad cheat in cw's. you going to have some sort of protection so it cant be watched live while a cw is in progress. i understand there is live gave footage on it?

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Sat, 10 Sep 2005 01:07:31 GMT
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There will be live footage but the host choses how long until people can see the footage like 10 seconds or 2 min. and even if there will be live footage.

Subject: Re: RenHawk - second public beta
Posted by SuperTech on Sat, 10 Sep 2005 19:25:07 GMT
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Very cool! I think you mentioned this, but the fastward and rewind buttons could use some TLC...very hard to control the game play with them.

Also, who won and overall scores displayed for each team during game play would be nice.

Subject: Re: RenHawk - second public beta
Posted by luv2pb on Mon, 12 Sep 2005 17:27:12 GMT
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very cool, can't wait for the final version!

I would like to make a suggestion though. Perhaps this would be nice if the only way you could get Renhawk (I still think Renvis was better) is with RG 1.04 and/or CP2 as incentive to download and use them.

Subject: Re: RenHawk - second public beta
Posted by Minax71 on Wed, 14 Sep 2005 10:14:43 GMT
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SuperTech wrote on Sat, 10 September 2005 14:25Very cool! I think you mentioned this, but the fastward and rewind buttons could use some TLC...very hard to control the game play with them.

Also, who won and overall scores displayed for each team during game play would be nice.

Scores & Money will be shown in the next version Whats TLC btw ?

MfG;
Minax71

Subject: Re: RenHawk - second public beta
Posted by cmatt42 on Wed, 14 Sep 2005 20:48:30 GMT
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Tender, Loving Care.

Or

The Learning Channel

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Wed, 14 Sep 2005 22:01:58 GMT
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Any new updates soon?

well.......

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Wed, 21 Sep 2005 22:16:05 GMT
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Im waiting for some updates

Whoops wrong button sorry for double post

Subject: Re: RenHawk - second public beta

Posted by [Minax71](#) on Thu, 22 Sep 2005 06:57:12 GMT
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Sorry for the delay. I had a bad week, including several dentist sessions, which were as unplaned as unpleasent. I had no big motivation to do much beside feeling sorry for myself during that time ...

MfG;
ChaosE

PS: Money & Score are finished now and I started with Crates. Once those are done, I'll publish a new beta, hopefuly even with downloadable stuff (mainly for server owners).

Subject: Re: RenHawk - second public beta
Posted by [dsi1](#) on Fri, 23 Sep 2005 22:13:38 GMT
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Ow that must have hurt sorry.

Any new estamits of a relase date?

Subject: Re: RenHawk - second public beta
Posted by [EA-DamageEverything](#) on Sat, 24 Sep 2005 00:34:08 GMT
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Would you realese a german version also? Would be nice.

Subject: Re: RenHawk - second public beta
Posted by [AADude7](#) on Sun, 02 Oct 2005 20:22:21 GMT
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Will this program work on all maps?
Probably would take alot of time to make every map capible for this since people are making new maps...

Subject: Re: RenHawk - second public beta
Posted by [dsi1](#) on Sun, 02 Oct 2005 22:36:15 GMT
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He will probably update Ranhawk when some new maps are relesed.

Also any news on updates or a relese?

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Sun, 16 Oct 2005 22:54:24 GMT
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Bump cause people should see this program.

Subject: Re: RenHawk - second public beta
Posted by cmatt42 on Mon, 17 Oct 2005 00:22:48 GMT
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You tried to bump an announcement?

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Mon, 17 Oct 2005 01:30:48 GMT
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You know what I didnt really look

Subject: Re: RenHawk - second public beta
Posted by Deathgod on Thu, 20 Oct 2005 22:04:15 GMT
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This is totally badass.

Subject: Re: RenHawk - second public beta
Posted by Prulez on Fri, 21 Oct 2005 08:10:25 GMT
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nvm :@

Subject: Re: RenHawk - second public beta
Posted by exnyte on Fri, 21 Oct 2005 11:26:03 GMT
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I think he was complimenting the mans work and idea... No need to go all defensive...

Subject: Re: RenHawk - second public beta
Posted by Prulez on Sat, 22 Oct 2005 06:15:33 GMT
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Now i see it yeah, you're right.

Subject: Re: RenHawk - second public beta
Posted by WNxTilly on Wed, 26 Oct 2005 15:43:30 GMT
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Are there going to be any updates for this anytime soon?
I know your busy but is there anything more we can see?

Tilly

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Sun, 06 Nov 2005 03:08:06 GMT
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Yhea where are the updates!

Subject: Re: RenHawk - second public beta
Posted by catfishtuna on Mon, 12 Dec 2005 00:42:45 GMT
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Did the development of this program die, or is this guy to busy to work on it? Or is it still going to
be released soon?
Is this guy still alive?
That was just a few questions I had...
Considering the last post in this thread was over a month ago, I am assuming this preject was
86ed, or was this discussion moved to a different thread?
Does anyone out there know?
Does anyone come to this thread anymore?

Subject: Re: RenHawk - second public beta
Posted by light on Sun, 18 Dec 2005 04:28:27 GMT
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First of all this looks really good.

One think I noticed was when C4 blows, the get a line between the person who set it and the
place it blew. (Which seems totally fine)

Did you intent this, because it causes lines to jump across the whole map if the person sets C4, dies, respawns, and then the C4 blows.

But for me to have to point that out shows how well this thing has been done.

Subject: Re: RenHawk - second public beta
Posted by dsi1 on Mon, 19 Dec 2005 18:38:49 GMT
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So did this thread get forgotten did he stop work did he die or what post if you are alive Minax71.

Subject: Re: RenHawk - second public beta
Posted by jnz on Wed, 09 Aug 2006 04:02:54 GMT
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how do you download

Subject: Re: RenHawk - second public beta
Posted by danpaul88 on Thu, 10 Aug 2006 21:44:49 GMT
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It's not a download AFAIK, and the project seems to be on hold at the moment, presumably in favour of getting RG 1.04 up and running.

Also, the link on the first page does not work as BHS has since moved from .org to .net, this link takes you to beta preview -> http://www.blackhand-studios.net/renhawk/renhawk_beta2/renhawk.html

---

Subject: Re: RenHawk - second public beta
Posted by jnz on Wed, 16 Aug 2006 20:05:59 GMT
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but i want it sooooo badly... i will even pay for it(as long as i can have updates). does it work realtime?

Subject: Re: RenHawk - second public beta
Posted by danpaul88 on Wed, 16 Aug 2006 20:25:30 GMT

From what I remember it was intended to work in real-time (or rather about 2 minutes behind real time to stop people spying on the other team..), whether that feature was ever completed I don't know.

As for downloading it.. I doubt it's anywhere near ready to start being distributed.... but I could be wrong

---

Subject: Re: RenHawk - second public beta
Posted by jnz on Wed, 16 Aug 2006 21:18:59 GMT

but as i said, i would pay for it even as it is! it is awsome!!!!

Subject: Re: RenHawk - second public beta
Posted by luv2pb on Sat, 26 Aug 2006 14:36:01 GMT

This guy up and vahished so don't hold your breath for this one.

Subject: Re: RenHawk - second public beta
Posted by danpaul88 on Sat, 26 Aug 2006 15:25:54 GMT

surely bhs has the source code somewhere still? Even source code from an older version would allow someone to pick it up and continue it...

Subject: Re: RenHawk - second public beta
Posted by light on Wed, 30 Aug 2006 03:21:08 GMT

danpaul88 wrote on Sun, 27 August 2006 03:25surely bhs has the source code somewhere still? Even source code from an older version would allow someone to pick it up and continue it...
Here's hoping the BHS VPC pick this one up.

Subject: Re: RenHawk - second public beta
Posted by jnz on Wed, 30 Aug 2006 12:45:54 GMT

is this going to come out? or has it died? i would love a beta right now.

Subject: Re: RenHawk - second public beta
Posted by PackHunter on Sun, 10 Sep 2006 08:08:34 GMT
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This has totally died.

Subject: Re: RenHawk - second public beta
Posted by fl00d3d on Sun, 10 Sep 2006 08:30:03 GMT
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Re-open the case, I want justice!!

Seriously, though - we need to get the VPC on this or something. This was an excellent idea. We can't be like EA and just ditch "nearly complete" work.

Subject: Re: RenHawk - second public beta
Posted by PackHunter on Mon, 11 Sep 2006 19:20:49 GMT
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I agree it looked okay but it wasn't parsing it real-time, nor was it meant to be like that which still would have taken a long time. Besides, this guy wasn't a renegade player, just a guy Mac knew. Since Mac is allmost never online again and even he seems unable to contact him anymore the chances of him coming back to finish it are slim to none. Only chance is that I believe Mac still has a copy of this program on his server somewhere. If that's true and it is written in PHP or some language which is not compiled, someone could possibly pick this up again.

Subject: Re: RenHawk - second public beta
Posted by jnz on Mon, 11 Sep 2006 19:24:43 GMT
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PackHunter wrote on Mon, 11 September 2006 20:20I agree it looked okay but it wasn't parsing it real-time, nor was it meant to be like that which still would have taken a long time. Besides, this guy wasn't a renegade player, just a guy Mac knew. Since Mac is allmost never online again and even he seems unable to contact him anymore the chances of him coming back to finish it are slim to none. Only chance is that I believe Mac still has a copy of this program on his server somewhere. If that's true and it is written in PHP or some language which is not compiled, someone could possibly pick this up again.

i certainly hope so

Subject: Re: RenHawk - second public beta

Posted by [Cat998](#) on Mon, 11 Sep 2006 21:30:15 GMT
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It's done in Flash lol

Subject: Re: RenHawk - second public beta
Posted by [PackHunter](#) on Mon, 11 Sep 2006 22:03:22 GMT
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Parsing logs in flash? And here is me thinking flash was only for graphics.

Subject: Re: RenHawk - second public beta
Posted by [jnz](#) on Mon, 11 Sep 2006 22:28:49 GMT
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PackHunter wrote on Mon, 11 September 2006 23:03Parsing logs in flash? And here is me thinking flash was only for graphics.

lol

Subject: Re: RenHawk - second public beta
Posted by [light](#) on Tue, 12 Sep 2006 10:35:40 GMT
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help-linux wrote on Tue, 12 September 2006 10:28PackHunter wrote on Mon, 11 September 2006 23:03Parsing logs in flash? And here is me thinking flash was only for graphics.

lol

Well I used to think mIRC was just for chatting, but it's also a decent bot medium.

Subject: Re: RenHawk - second public beta
Posted by [jnz](#) on Tue, 12 Sep 2006 17:27:25 GMT
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light wrote on Tue, 12 September 2006 11:35help-linux wrote on Tue, 12 September 2006 10:28PackHunter wrote on Mon, 11 September 2006 23:03Parsing logs in flash? And here is me thinking flash was only for graphics.

lol

Well I used to think mIRC was just for chatting, but it's also a decent bot medium.

that was very random

Subject: Re: RenHawk - second public beta
Posted by WNxTilly on Mon, 23 Oct 2006 13:42:00 GMT
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I know this is old but I'm just wanting to check that this program is dead?

If so then it is a very sad thing to see as this could have been something awesome!

Tilly

Subject: Re: RenHawk - second public beta
Posted by Goztow on Mon, 23 Oct 2006 13:44:05 GMT
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http://www.renegadeforums.com/index.php?t=msg&th=21757&a mp;start=0&rid=4882

Subject: Re: RenHawk - second public beta
Posted by WNxTilly on Mon, 23 Oct 2006 16:30:17 GMT
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Thanks Gozzy

Long time no see bro.

Tilly

Subject: Re: RenHawk - second public beta
Posted by Goztow on Mon, 23 Oct 2006 18:00:07 GMT
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has been a long time indd. Well, The KOSs2 forums are open to everyone and my msn didn't change .