

Brick Hill Beta Legacy

Brick Hill Beta Legacy

[no_image_lulz](#)

Development Lifespan	November 2016 - October 2017
Initial Release	February 2017
Game Engine	Gamemaker 8.1
Developer	Mooshimity Ltd.

This is an article of one [Brick Hill](#) Development era. If you want to take a look on other development era, please refer to [Development Eras](#) article.



Fix Me!

- This article needs more information.

Brick Hill Beta Legacy was a mainline client originally released to the private beta in February-March 2017 by brick-luke.

Set structure

It was:

```
[environment]
ambient=ffffff
baseplate=100
ground=19d900
[bricks]
" brick1=" 0 0 0 100 100 0 2392627 1 1
" brick2=" 6 -2 0 1 1 4 0 1 1
" brick3=" 1 -2 4 12 3 0 7757887 1 1
```

From:

<http://brickrot.app.tc/> - **brickrot**

Permanent link:

<http://brickrot.app.tc/doku.php?id=developmenteras:bhbeta&rev=1763395048>

Last update: **2025/11/17 16:57**

