

Brick Hill Legacy Beta

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Development Lifespan	November 2016 - October 2017
Initial Release	Alpha release: February 2017 Public release: April 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 Legacy (Beta) was a pre-mainline client in development originally released to the private beta in February-March 2017 by brick-luke. While the classic codebase retained until October 2017 this exact development era of **Brick Hill** had many changes including the main concept of how Brick Hill Legacy should work.

Main comparisons (between Role Block and Brick Hill Legacy Beta)

- Own brick format



Fix Me!

- Needs information on 2016 Brick Hill set structure.

- Multiplayer (originally implemented via GameMaker's MPlay, later rewritten with use of Http Dll¹⁾)

¹⁾

<https://www.maartenbaert.be/game-maker-dlls/http-dll-2/>

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