

Brick Hill Legacy Beta

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Development Lifespan	November 2016 - October 2017
Alpha Release	February 2017
Public (initial) 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 even more information, specifically regarding how beta clients worked plus archive.org download links to them.

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 format of sets (known as .brk format)

Before moving to the set structures, Brick Hill (as of 0.0.0.2) has used the built-in GameMaker's function `execute_file()` for executing the whole file (which is saved as `testgame.brk1` as a backup set) and `place_brick()` for creating `obj_brick` objects.

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

2¹⁾ GameMaker extension).

- Physics (implemented with the help of GMNewton GameMaker extension)
- Tools

¹⁾

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

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