

## Brick Hill Legacy



<b>Development Lifespan</b>	October 2017 - 2023
<b>Initial Release</b>	October 2017
<b>Game Engine</b>	Gamemaker 8.1
<b>Developer</b>	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!** - Now the article is better. Needs more information on Released features.

**Brick Hill Legacy** is a mainline client originally released in October 2017 by brick-luke as a result of the whole codebase rewrite. Alongside with the client release, the mainline release also had its new [Workshop](#) (updates has ended in 2018) with the [Host](#) executables (was later replaced with [Node Hill](#) in 2020), all written in GameMaker 8.1 (late legacy clients were updated via GameMaker 8.2 Project<sup>1|2</sup>).

### Released Features

- Optimized Set loading (2021 (middle?) and later)
- Brick Physics (Late 2017 & 2021 and later)
- Health bar (2019 and later)
- Projectiles (2019? and later)

### Unused or removed features

#### Figures

- (Late 2017, removed around 2018-2019)

Figures are simplified Roblox packages, originally meant to change your avatar fundamentally. The first and the last figure "Patient Zero" was released in the 2017 Brick Hill Halloween event. It is unknown about its implementation in the Brick Hill Legacy client.



Fig. 1: "Patient Zero" Figure. 2019 Site render.

## Scripts

- (GML<sup>3</sup>) compatibility has been removed with the release of [Node Hill](#)

Scripting as a feature became a part of Brick Hill ever since [Role Block](#). Scripting support for GML has been abandoned (and got changed with JavaScript) due to technical difficulties supporting it on [Node Hill](#).

## Brick Stickers

- (? , found in [Legacy Workshop](#) source code in `load_file` script)

Like in Roblox, Brick Stickers<sup>4</sup> were supposed to work as Decals. Despite the `obj_brick` having such options with the possibility to assign the images via Brick Parameters the game's code will never get to draw the stickers, due to such code being cut off in `draw_brick` script of [Legacy Workshop](#). Possibly removed due to technical difficulties.

## Notes

1)

Latest Brick Hill Legacy source code, was leaked unofficially as `new_legacy`.

2)

GameMaker 8.2 is a GameMaker 8.1 modification project. Though this may be referred as a game engine, it's an "[unofficial, unendorsed, open-source improvement patch for Game Maker 8.1](#)".

3)

GameMaker Language.

4)

`NSTICKER`, `ESTICKER`, `SSTICKER` and `WSTICKER`. Defined in `new_brick` script as `brick.north`, `brick.east`, `brick.south` and `brick.west`, respectively.

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