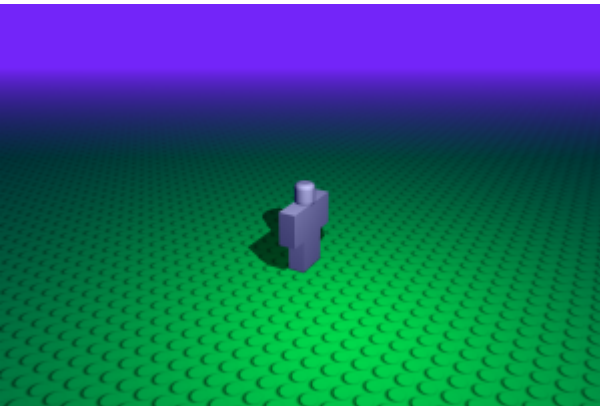


Brick Hill (Xtreme3D rewrite)

Brick Hill (Xtreme3D rewrite)



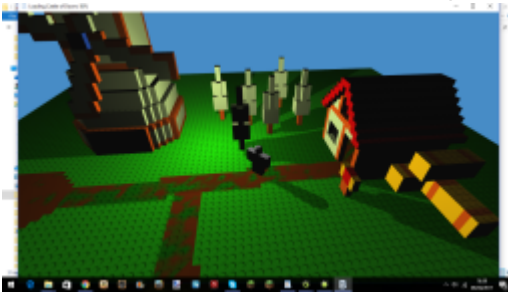
Development Lifespan	Early 2017
Initial Release	Unreleased
Game Engine	Gamemaker 8.1
Developer	Mooshimity Ltd.

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.

Brick Hill (Xtreme3D rewrite) is an unreleased client (probably a [Brick Hill Legacy Beta](#) prototype), developed by brick-luke in April 2017. The client was supposed to change the initial Brick Hill Legacy codebase, released in the same month as this rewrite was supposed to. Possibly based on Xtreme3D GameMaker extension, which uses OpenGL as the main rendering engine¹⁾.



Fig. 1: Screenshot from Brick Hill Xtreme3D rewrite, courtesy of



blocky Fig. 1: Screenshot from Brick Hill Xtreme3D rewrite, courtesy of blocky

Notes

1)

GameMaker 8.1 uses DirectDraw for 3D mode, [GameMaker 8.2 Project Discord Server](#).

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