
Subject: Re: Renegade Resurrection goes beta!
Posted by [Ryu](#) on Sat, 09 Jun 2007 01:51:49 GMT

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Yrr wrote on Fri, 08 June 2007 16:20I see that as an unneccssary limitation. To prevent the abuse of spectator mode, the following things were implemented:

- When joining spectator mode, all score, kills, deaths and money will be removed.
- The spectator must spectate at least 30 seconds before he can rejoin the game. This can be modified via configuration.
- The spectator can not send private messages. If a spectator gives information about the enemy team to his own, you will see that as public or team message.

Awesome.
