Subject: Spectator mode?
Posted by SuperTech on Sun, 10 Jul 2005 19:14:02 GMT
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How about a specator mode where you can watch people play? You could choose either Nod or GDI and you would not be able to type (communicate) with either team. Doable?

Subject: Re: Spectator mode?
Posted by flyingfox on Sun, 10 Jul 2005 19:38:34 GMT
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In the BC servers they set up something that let you play as an unteamed chicken.

Subject: Re: Spectator mode?
Posted by Whitedragon on Sun, 10 Jul 2005 19:49:04 GMT
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No we didn't.

Subject: Re: Spectator mode?
Posted by flyingfox on Sun, 10 Jul 2005 19:52:28 GMT
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someone did it and BC was mentioned

Subject: Re: Spectator mode?
Posted by danpaul88 on Sun, 10 Jul 2005 20:01:04 GMT
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i very much doubt a spectator mode is possible on renegade, and why the heck would you want to watch others play anyway? its not an RTS you know...

Subject: Re: Spectator mode?
Posted by Whitedragon on Sun, 10 Jul 2005 23:46:20 GMT
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We have a spectator mode for admins, it makes you invisible, lets you go through all objects and makes you fly. Mainly useful for watching suspected cheaters. Nothing about chickens though.

Subject: Re: Spectator mode?
Posted by SuperTech on Mon, 11 Jul 2005 00:43:18 GMT
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danpaul88 wrote on Sun, 10 July 2005 16:01i very much doubt a spectator mode is possible on renegade, and why the heck would you want to watch others play anyway? its not an RTS you know...

It would be interesting to see the tactics being used by either side. I did it all the time in Quake II MP and I would learn of secret tricks and passage ways.

Subject: Re: Spectator mode?
Posted by Renx on Mon, 11 Jul 2005 00:50:31 GMT
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UGIN had the chickens, I think.

Subject: Re: Spectator mode?
Posted by Dr. Lithius on Mon, 11 Jul 2005 05:16:17 GMT
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I'm all for Spectator Mode, myself. I know when I hop on Steam, I like to watch people play Counter-Strike or Day of Defeat, just for fun. Or even things like ArmageTron and Scorched3D. Sure, it's a lot more exciting to actually participate, but sometimes you just want to kick back, relax, and watch others do their thing. Ya know?

Subject: Re: Spectator mode?
Posted by danpaul88 on Mon, 11 Jul 2005 16:22:31 GMT
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hmm, i suppose it could appeal to some, personally I would find it boring...

Subject: Re: Spectator mode?
Posted by flyingfox on Mon, 11 Jul 2005 17:53:46 GMT
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ok, must have been UGIN.

You could expand on this spectator thing to let any player use it...?

Subject: Re: Spectator mode?
Posted by Mighty BOB! on Tue, 12 Jul 2005 06:35:03 GMT
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I think it would be pretty cool do just watch every now & then, but it would take bandwidth & not contribute to the game itself. & the spectator would have to be invisible or he could give away someone's hiding position just by standing next to him. Perhaps something to add to CP3.

Subject: Re: Spectator mode?
Posted by danpaul88 on Tue, 12 Jul 2005 18:04:45 GMT
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they could still give away positions by talking in chat and saying such and such a player is an SBH hiding in the tunnels...

Subject: Re: Spectator mode?
Posted by Mighty BOB! on Tue, 12 Jul 2005 19:30:50 GMT
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SuperTech wrote on Sun, 10 July 2005 15:14How about a specator mode where you can watch people play? You could choose either Nod or GDI and you would not be able to type (communicate) with either team. Doable?

Subject: Re: Spectator mode?
Posted by danpaul88 on Tue, 12 Jul 2005 20:24:06 GMT
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ok, I missed that part

Subject: Re: Spectator mode?
Posted by reborn on Wed, 13 Jul 2005 07:08:56 GMT
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The FDS takes a huge amount of CPU from the server, especially in comparison to a much more modern game like counter strike source, which you might of thought takes more as it is requires more minimum specs from your PC.

So on a server that is a CPU hungry whore running a spectator mode for players to idle in (which would be exploited anyway), is not really worth it. I can see the advantage of the BC servers idea, that is worth while IMO.

But servers cost exponentially more the higher the player count, so to have slots being used for spectators is not something that I think many server owners would be interested in.

Subject: Re: Spectator mode?
Posted by Mighty BOB! on Wed, 13 Jul 2005 08:08:59 GMT
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exactly

Subject: Re: Spectator mode?
Posted by mac on Wed, 13 Jul 2005 08:18:12 GMT
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We have something similiar in the pipeline, but not exactly a spectator mode

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Subject: Re: Spectator mode?
Posted by danpaul88 on Wed, 13 Jul 2005 16:18:11 GMT
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can you reveal what it is then? or is it a surpise?

and will it be in CP2 or a later CP?

Subject: Re: Spectator mode?
Posted by Whitedragon on Wed, 13 Jul 2005 20:25:42 GMT
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You'll see.

Subject: Re: Spectator mode?
Posted by XeonTeam on Tue, 19 Jul 2005 11:37:53 GMT
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you seem to have been on about a spectator mode with a chicken... well i did this about a year back, set an unteamed spawn point and created the spawner as a (GDI - catagory they come under) chicken. It worked quite well, but in the end you had to be given the spectate mode (unteamed) by someone in IRC, untill i made a script for mIRC that recognised the command

!Spec

---

which took them to unteamed.

Then i had to make one to change them back... but back to the team they came from. Whcih i never got around to doing. If i find it i will post it. Somethings have survived 4 reformats.

Subject: Re: Spectator mode?
Posted by xptek on Wed, 20 Jul 2005 06:33:45 GMT
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Good times..

Subject: Re: Spectator mode?
Posted by EA-DamageEverything on Fri, 22 Jul 2005 23:48:19 GMT
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Joseph Collins wrote on Mon, 11 July 2005 01:16I'm all for Spectator Mode, myself. I know when I hop on Steam, I like to watch people play Counter-Strike or Day of Defeat, just for fun....but sometimes you just want to kick back, relax, and watch others do their thing. Ya know?Yes like Wolfenstein Enemy Territory. Would be great to implement the Spectator mode. It can be found in the Dragonade Source Code which I got. Unfortunately I´m not a coder so I don't know how to get this work on a FDS.

BTW this has to be limited up to 4 Gamers per Server because otherwise I think the whole map only will contain spectators sometimes.

This would be useful to make Videos of ingame Action without being killed. Partially good for Clan videos I think?