
Subject: clear screen in spectate mode

Posted by [BLA»Îµl4Î²ÃªL](#)

on Sat, 31 Oct 2009 01:48:14 GMT

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i'm not sure if this has been brought up already, but i just wondered if it's going to be possible for servers moderators to spectate with a clear screen? meaning no hud, no nicknames and no scores. this would be awesome because ren movies would look so much better, which could increase the amount of ren players. (better movies = more interest = more players)

i'm pretty sure that there are a few other things where this would be very handy, just cant think of any atm.

Subject: Re: clear screen in spectate mode

Posted by [Lone0001](#) on Sat, 31 Oct 2009 01:53:50 GMT

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I'm pretty sure you can already do that... <http://ren.game-maps.net/index.php?act=view&id=1152> that removes everything when type hud 0 to turn off the hud.

Subject: Re: clear screen in spectate mode

Posted by [GEORGE ZIMMER](#) on Sat, 31 Oct 2009 02:35:16 GMT

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LOL I SPECTATE U g_G

No but seriously, a working spectate mode for server hosts would be cool.

Subject: Re: clear screen in spectate mode

Posted by [BLA»Îµl4Î²ÃªL](#)

on Sat, 31 Oct 2009 02:58:11 GMT

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Lone0001 wrote on Fri, 30 October 2009 19:53 I'm pretty sure you can already do that... <http://ren.game-maps.net/index.php?act=view&id=1152> that removes everything when type hud 0 to turn off the hud.

thanks, it works awesome. now i can make some clear footage.

thanks again.

Subject: Re: clear screen in spectate mode

Posted by [TruYuri](#) on Sat, 31 Oct 2009 03:52:46 GMT

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They built the HUD functionality that .dll offers directly into scripts 4.0, by the way. That was actually one of the first things they did IIRC.

Subject: Re: clear screen in spectate mode
Posted by [liquidv2](#) on Sat, 31 Oct 2009 04:25:00 GMT
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there's a reticle that's only the circle dot; there's absolutely nothing at all except the one dot from the original reticle, and when you are in spectate mode that dot disappears so there is nothing at all

you could use that when you're in spectate mode, like move it out of the data folder when you're done or w/e

Subject: Re: clear screen in spectate mode
Posted by [BLÄ»İµl4İ²ÄªL](#) on Sat, 31 Oct 2009 05:24:45 GMT
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ight any idea where i can find that reticle?

p.s. you used IT, again

Subject: Re: clear screen in spectate mode
Posted by [liquidv2](#) on Sat, 31 Oct 2009 05:52:04 GMT
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semicolons will rule the world
i'll go on a search to hunt down that reticle for you, the only guy that had it has gone missing so i'll see what i can do

Subject: Re: clear screen in spectate mode
Posted by [Spyder](#) on Sat, 31 Oct 2009 10:04:04 GMT
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Lone0001 wrote on Sat, 31 October 2009 02:53I'm pretty sure you can already do that...
<http://ren.game-maps.net/index.php?act=view&id=1152> that removes everything when type hud 0 to turn off the hud.

AFAIK scripts 3.44 does exactly the same.

Subject: Re: clear screen in spectate mode
Posted by [HaTe](#) on Sat, 31 Oct 2009 16:52:40 GMT
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DimitryK wrote on Sat, 31 October 2009 04:04Lone0001 wrote on Sat, 31 October 2009 02:53I'm pretty sure you can already do that... <http://ren.game-maps.net/index.php?act=view&id=1152> that removes everything when type hud 0 to turn off the hud.

AFAIK scripts 3.44 does exactly the same.
That's what i was thinking .

Subject: Re: clear screen in spectate mode
Posted by [BlueThen](#) on Sat, 31 Oct 2009 17:09:39 GMT
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HaTe wrote on Sat, 31 October 2009 11:52DimitryK wrote on Sat, 31 October 2009 04:04Lone0001 wrote on Sat, 31 October 2009 02:53I'm pretty sure you can already do that... <http://ren.game-maps.net/index.php?act=view&id=1152> that removes everything when type hud 0 to turn off the hud.

AFAIK scripts 3.44 does exactly the same.
That's what i was thinking .
Not with custom huds, I believe

Subject: Re: clear screen in spectate mode
Posted by [HaTe](#) on Sat, 31 Oct 2009 18:47:33 GMT
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Ah didn't realize that, but i don't think bluelabel uses custom scripts anyway? Idk what he would need them for..
