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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.

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