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Subject: Re: Renegade Resurrection goes beta!  
Posted by [Yrr](#) on Fri, 08 Jun 2007 21:20:19 GMT

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I see that as an unnecessary 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.
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