Subject: recording/replay function
Posted by wassabii on Sun, 13 Jul 2008 06:12:44 GMT

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For the purpose of reviewing clanwars to see where and what went wrong and to see strategies used by other teams so this way the teams get better and even the skill gap. Also can maybe be used to spectate live matches similiar to that in counter-strike (Half Life TV proxy)

Also could be somehow used stop cheaters if they are recorded in the act, having saved replays of matches for clanwars would also help clear up disputes two teams might have between each other saying that this team did that etc, and instead of having to fraps it with 30 fps or take screen shots all the time we could have saved replays to go back onto.