
Subject: Is it possible?

Posted by [Ripintou](#) on Fri, 09 Jul 2004 20:40:50 GMT

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Wish we could include a Spectator Mode for Renegade. Many manufacturers have incorporated this into their games. Sure would cut down on the cheaters. Just select player who's view you wish to see and piggyback.....You'll see everything they see...yay

To me this would be the ultimate upgrade. Even better than Renguard. Mods could piggyback suspected unfair players, take SSs while piggybacking, see ammo counts, check severity of shot damages etc, etc.

Just a thought.....don't flame me too bad.....

Thanks for your cooperation

Subject: Is it possible?

Posted by [Nightma12](#) on Fri, 09 Jul 2004 21:09:16 GMT

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Quote: Sure would cut down on the cheaters.

or you could just run <http://www.renguard.com>

Subject: Is it possible?

Posted by [Ripintou](#) on Fri, 09 Jul 2004 23:10:26 GMT

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Nightma14Quote: Sure would cut down on the cheaters.

or you could just run <http://www.renguard.com>

I have Renguard

Subject: Is it possible?

Posted by [Dan](#) on Sun, 11 Jul 2004 20:59:31 GMT

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Hmmm... it may not work as well as you write there, I think that if a spectator mode, like you described where you 'piggyback', then you will see your normal ammo count, even if they are using unlimited ammo, because Renegade would just read YOUR objects.ddb, and you also wouldnt be able to see bigheads, as it would read YOUR .w3d files. Although, if the lag isnt bad you'll be able to see where they shoot, and you'd see that they wouldnt reload when they ran out of ammo. But it would still be a bit difficult. And plus you might have a SBH, and nubs may go around saying "WATCH OUT GDI, A SBH IS GONA NUKE YOUR BARAX!!1111", which would

kinda piss some players off.

Subject: Is it possible?

Posted by [Blazer](#) on Mon, 12 Jul 2004 07:37:32 GMT

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I think the closest thing we could do is ability for a moderator/referee to become un-teamed (neither Nod or GDI, and impervious to damage so they could go anywhere on the map to observe. I believe vlokfboky has allready done something similar to this.

Subject: Is it possible?

Posted by [flyingfox](#) on Mon, 12 Jul 2004 08:30:41 GMT

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There's something like this in the UGIN server. Someone was playing as a chicken and spectating the battle. Soon they'll have invisible players, apparently. So your wish has (to an extent) came true

Subject: Is it possible?

Posted by [cheesesoda](#) on Tue, 13 Jul 2004 20:27:15 GMT

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Xptek is already developing something like this. He's making it so that you're invisible and able to fly around the map. He tricks Renegade into thinking that objects.ddb is the same as the original, allowing everybody to play, but only the people with the actual mod to be a spectator.

He has already released a couple versions of his spectator mod, and they seem to work just fine. It is somewhat difficult to get to work, and should only be used by people who don't care about their points and ranking as you won't be able to do any damage to buildings or players.

Subject: Is it possible?

Posted by [cheesesoda](#) on Tue, 13 Jul 2004 20:30:25 GMT

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flyingfoxThere's something like this in the UGIN server. Someone was playing as a chicken and spectating the battle. Soon they'll have invisible players, apparently. So your wish has (to an extent) came true

Damn you, flyingfox. You beat me to it by 36 hours. The spectator mod I was reffering to were the ones on the UGIN2 server. The only true problem with the current version is that n00bs kept complaining about not being able to kill the chickens and that the chickens can shoot back. What? Was I NOT supposed to kill the morons who decide to waste all of their ammo trying to shoot at

a chicken?

Man, I love those chickens (Hence my signature)

Subject: Is it possible?

Posted by [flyingfox](#) on Tue, 13 Jul 2004 20:52:50 GMT

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lol, that is evil. I would have lead them into tiberium fields.

Subject: Is it possible?

Posted by [cheesesoda](#) on Tue, 13 Jul 2004 21:18:57 GMT

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I mean, they were shooting at me with every weapon and even attached c4 to the poor chicken. None of it did any damage, but it was annoying being shot at. So I often times shot them in the head with the standard sniper rifle we have. I can honestly say I didn't shoot unless I was shot at. Sometimes I even just let it go and decided not to kill them.

It was in the rules, "Don't shoot the chickens." When someone breaks the rules, they get kicked or kickbanned, and I only shot them. I think it was pretty gracious of me

Subject: Is it possible?

Posted by [Whitedragon](#) on Wed, 14 Jul 2004 03:33:21 GMT

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A basic spectator mode has already been made by vlokt that makes you unteamed, invincible, with no weapons. A camera piggyback is most likely possible but would require client side scripts for the person that is spectating.

Subject: Is it possible?

Posted by [kadoosh](#) on Wed, 14 Jul 2004 16:15:56 GMT

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I had kind of asked the same thing before in a different forum but as another kinda spectator. Not really a mod but just a person wanting to watch a game. Example of this would be BC5. Server is always full and i was wondering if you could somehow make a viewer to watch the game(possibly original c&c style). But this would probably cost too much time and effort but would be awesome to be able to watch the full game on a full map view.

Subject: Is it possible?

Posted by [Ty.m.](#) on Thu, 15 Jul 2004 03:20:58 GMT

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JFW_Flying_Infantry + invisible model = spectator.

Subject: Is it possible?

Posted by [Renx](#) on Thu, 15 Jul 2004 13:08:33 GMT

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WhitedragonA basic spectator mode has already been made by vlokt that makes you unteamed, invincible, with no weapons. A camera piggyback is most likely possible but would require client side scripts for the person that is spectating.

So it could be done, but only on RenGuard servers. It would get kinda complicated because of that I guess...

Subject: Is it possible?

Posted by [SirRetro](#) on Thu, 29 Jul 2004 10:26:40 GMT

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Just like in CS..

Subject: Is it possible?

Posted by [Madtone](#) on Thu, 29 Jul 2004 11:23:12 GMT

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Quote:

If only Set_Camera_Host worked correctly on the client's end. Issuing the command inside Renegade makes you lose your host completely, even if you call it on a GameObject on the client's side using Get_A_Star or Get_The_Star. That is, unless I am doing something wrong. If it worked correctly, I could make a quick 5 minute mod that would let you follow a player as if you were that player on command.
