
Subject: Observer mod?

Posted by [bigejoe14](#) on Fri, 04 Apr 2003 04:48:13 GMT

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Are there any mods and/or mods in the making to allow an observer mode in Renegade?

Subject: Observer mod?

Posted by [Blazer](#) on Fri, 04 Apr 2003 04:54:26 GMT

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mac@onshell.de is working on ingame demo recording in his spare time. Its very cool and basically records the network traffic from the server, and can be replayed and you can move around the playback. He is only working on it in his spare time though, so it won't be out for quite awhile.

Subject: Observer mod?

Posted by [Sk8rRIMuk](#) on Fri, 04 Apr 2003 11:38:09 GMT

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Ha kool I remeber this...

I would love to see this released soon but no point rushinmg people...

It will be kool to record games...

By observor mode would you mean liker ra2 where you can watch and not play.

-Sk8rRIMuk

Subject: Observer mod?

Posted by [bigejoe14](#) on Fri, 04 Apr 2003 15:11:00 GMT

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Yea, an observer mod in games like Counter-Strike and other games like that.

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Posted by [Sk8rRIMuk](#) on Fri, 04 Apr 2003 16:23:12 GMT

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bigejoe14Yea, an observer mod in games like Counter-Strike and other games like that.

Counterstrike is exactly what I was thinking of...

Not the C&C addon the Halflife one...

I think this will require editing the source code which is illegal I believe?

-Sk8rRIMuk

Subject: Observer mod?

Posted by [Majiin Vegeta](#) on Fri, 04 Apr 2003 16:47:46 GMT

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Sk8rRIMukbigjoe14Yea, an observer mod in games like Counter-Strike and other games like that.

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-Sk8rRIMuk

it would be nice to see this feature but i can see people exploiting it..like all other things

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Posted by [flashcar1](#) on Fri, 04 Apr 2003 18:28:08 GMT

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like in generals? u have the controls to move around the map but u dont do anything? and you can observe? and live replays like in YR online, like observers, it shud be like joining a game, and a new side, called observers, there translucent people in white, they can fly and they cant do anything and cant get killed....

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Posted by [Blazer](#) on Fri, 04 Apr 2003 20:58:34 GMT

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You can interact with the replay in a limited fashion. You can buy vehicles and chars, and drive around and do whatever you want. But nothing you do will alter the playback. In other words if you go into a building that flame tanks are attacking and try to repair it, the health will constantly reset to the proper value.

You WILL be able to drive around the battle while its happening though, and see everything from any vantage point. Very cool.

Subject: Observer mod?
Posted by [Scythar](#) on Sat, 05 Apr 2003 07:11:38 GMT
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And then we need slow-motion to it for Matrix-effects
