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.

Subject: Re: recording/replay function
Posted by TruYuri on Sun, 13 Jul 2008 07:37:59 GMT
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I don't speak for the team but this sounds awfully difficult without the source code and is probably not going to happen.

Subject: Re: recording/replay function
Posted by wassabii on Sun, 13 Jul 2008 08:07:05 GMT
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I remember reading somewhere that somebody has already started on such a project but did not finish, it was mainly just overhead cam view

Subject: Re: recording/replay function
Posted by Ghostshaw on Sun, 13 Jul 2008 09:03:24 GMT
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Well recording is pretty easy, the gamelogs and all already do that. The tricky bit is playing it off. But yeah I don't see it as anything that would have priority or anything. It would be cool, but not more then that.

Subject: Re: recording/replay function
Posted by StealthEye on Sun, 13 Jul 2008 12:39:41 GMT
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It would be cool and useful, however it's definitely out of scope for TT. It would be nice if the projects that were started to create this would be finished though.

Subject: Re: recording/replay function
Posted by Herr Surth on Sun, 13 Jul 2008 12:48:47 GMT
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Would be awesome for the long-livety of the game.

Subject: Re: recording/replay function
Posted by Veyrdite on Mon, 14 Jul 2008 02:55:32 GMT
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It would also be great for how-tos for strategies.
Servers may even be able to send the client a demo showing what each of the rules are and how
the moderator/admin system works.

Subject: Re: recording/replay function
Posted by nopol10 on Mon, 14 Jul 2008 10:38:12 GMT
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Roshambo's SEye thingy was never finished was it?

Subject: Re: recording/replay function
Posted by wassabii on Wed, 16 Jul 2008 07:39:18 GMT
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Well, it was just a suggestion as i remember reading that somewhere and also saw this video on
youtube http://www.youtube.com/watch?v=ucTGmYLI26g&feature=related

Also if it was implemented it would greatly help the competitive scene in renegade

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Subject: Re: recording/replay function
Posted by MacKinsey on Wed, 16 Jul 2008 11:38:23 GMT
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wassabii wrote on Wed, 16 July 2008 02:39Well, it was just a suggestion as i remember reading
that somewhere and also saw this video on youtube
http://www.youtube.com/watch?v=ucTGmYLI26g&feature=related

Also if it was implemented it would greatly help the competitive scene in renegade
I dont think, that this is a usefull feature in your link, you must update it for every new map. And i
think its only needed @ new maps, where u dont know the whole map