

Doomsday Engine - Feature #1193

recorddemo needs clarification

2003-06-16 15:27 - tolwyn

Status:	Rejected	Start date:	2003-06-16
Priority:	Normal	% Done:	0%
Assignee:			
Category:			
Target version:			
Description			
The client or server can initiate the following 2 commands:			
recorddemo test 0 recorddemo test 1			
This creates a notification that 2 POVs are being recorded in the upper-right screen. I thought that by doing this, I may be able to capture both POV in the demo, to switch views with SPY command; however, this does not work.			
The resulting DEMO gives a "waiting" (or something) notification down below above the statbar and nothing else.			
Also...			
When server initiates:			
recorddemo 1 to capture the OTHER guy's point of view ONLY, the resulting demo does not capture x and y movement. The doomguy is always facing one way, yet moves through the gameworld appropriately.			
Recommend further clarification on how demos are used/captured, and what is allowed and not allowed.			

History

#1 - 2013-10-20 18:09 - skyjake

- Tags set to Demo

- Status changed from New to Rejected

The old demo recording implementation will be replaced, so this is now obsolete.

#2 - 2013-10-20 19:01 - vermil

Apologies for interfering, but why close what could still be considered an RFE for the new demo recording system in future?

Indeed, Tolwyn's RFE for being able to record multiple players view points and then being able to freely switch between them in playback, could be enhanced by the fact that Dday now supports split screen, to display both viewpoints (assuming the demo is recording a two player MP game) at once.

If one wants to be really crazy, a user could be playing a game in one window and watching a demo in another (much like the recently announced Machima app for walkthrough's on Xbox One, or it's general ability to split the screen in two).

Another crazy idea is allowing demo watchers to potentially take control of a demo at any point, thus turning it into a playable game; there is a subset of TAS' demo's in the Doom community and Dday having that functionality built in could be appealing to them.

To continue throwing out random ideas for the new demo recording system (i.e I'm getting carried away); ZDeamon's last big release added the ability to fast forward and rewind demos.

#3 - 2013-10-20 19:17 - vermil

My apologies, I now see that yourself is trying to consolidate a list of features for the new demo recording system under one issue. I guess this post and my above one should be deleted if possible then?

#4 - 2013-10-20 20:09 - skyjake

I closed this old RFE because it was worded more like a support request. The presented idea itself is now essentially included in [#1614](#).

No need to delete the comments, however ideally we should have one idea per feature request so that things stay manageable. If we find that one request has too many sub-ideas, it will be split into separate requests.