

Doomsday Engine - Feature #1614

Improved demo recording and playback

2013-10-20 18:13 - skyjake

Status: New	Start date: 2014-04-19
Priority: High	% Done: 0%
Assignee:	
Category: Redesign	
Target version: Architecture	
Description The demo recording and playback system needs to be completely revised. Features: <ul style="list-style-type: none">Recording a demo on the server captures all players. However, some client-only details may not be included in the recording.Recording a demo on the client captures one player's viewpoint. Also see the Demo file format proposal.	
Related issues:	
Related to Feature #1406: Record particles and other effects in demos	New 2006-07-28
Related to Feature #1195: Enable keyboard during Demo Playback	Rejected 2003-06-16
Related to Feature #1141: Third-person view	Closed 2003-03-13
Related to Feature #1194: Viewing other players' cameras ("spy" command)	New 2003-06-16
Related to Feature #1220: Cutscenes	Rejected 2003-07-03
Follows Feature #9: Use local server to run single-player games	Progressed 2014-04-18

History

#1 - 2013-10-20 18:14 - skyjake

- Tracker changed from Bug to Feature

#2 - 2013-10-20 18:14 - skyjake

- Description updated

#3 - 2013-10-20 18:15 - skyjake

- Tags changed from Demo, Multiplayer, Singleplayer to Demo, Multiplayer, Singleplayer, Client, Server

#4 - 2014-04-18 08:30 - skyjake

- Description updated

#5 - 2014-12-03 22:03 - skyjake

- Related to Feature #1194: Viewing other players' cameras ("spy" command) added

#6 - 2019-11-29 16:04 - skyjake

- Related to Feature #1220: Cutscenes added

#7 - 2019-11-29 20:20 - skyjake

- Target version set to Architecture