

## ET: Legacy Development - Feature #229

### Add support of ETTV (ETpro\*)

05.03.2013 07:10 - IR4T4

<b>Status:</b> New	<b>% Done:</b> 0%
<b>Priority:</b> Normal	
<b>Assignee:</b>	
<b>Category:</b> Mod QAGAME	
<b>Target version:</b> ALL	
<b>OS:</b>	<b>Arch:</b>
<b>Description</b> ETTV allows you to connect up to a special server using your PC, and view a game in progress much like a spectator would. But it's more powerful than any normal spectator function - ETTV allows you all the features of a shoutcaster - being able to see the names of players over their heads, seeing a dynamite timer over the dynamite, etc. You can even watch spectators on the server, such as 'cameramen', people that ensure you get the best overview shots of battles, the best 1st person views during 1 on 1's, and those crucial views just before a panzer dishes out some ownage on an unsuspecting enemy group. <a href="http://wolfwiki.anime.net/index.php/ETTV">http://wolfwiki.anime.net/index.php/ETTV</a>	
<b>Related issues:</b>	
Related to ET: Legacy Development - Feature # 278: Servers-side and per-clien...	<b>In Progress</b> <b>03.04.2013</b>
Related to ET: Legacy Development - Feature # 492: ETTV	<b>Invalid</b> <b>22.01.2014</b>

#### History

##### #1 - 05.03.2013 10:48 - Radegast

- Description updated

##### #2 - 06.03.2013 10:17 - Jacker

as ETTV is basically just an modified eted (ET server) we should just rewrite the functionality into the server source. Not saying it is a small task but that way we dont need to upkeep another binary and every server maybe configured for tv slave support instead of servers starting up another binary.

[http://wolfwiki.anime.net/index.php/ETTV:Server\\_Configuration](http://wolfwiki.anime.net/index.php/ETTV:Server_Configuration)

The reason i'm all for the rewrite is simple, if we just simply support the existing ettv implementation that means we basically support the usage of 2.6 servers instead of the etl servers.

As a side note: at some point when 2.60b fix was not yet released many actually used the modified ettv binary as a normal game server instead of the original server binary.

PS. i do like the sound of ETLTV..

##### #3 - 27.04.2013 12:49 - Dragonji

- Subject changed from Add support of ettv to Add support of ETTV

##### #4 - 17.05.2013 10:06 - IR4T4

- Subject changed from Add support of ETTV to Add support of ETTV (ETpro\*)

**#5 - 23.10.2013 10:18 - Jacker**

- Target version changed from ALL to 2.78

**#6 - 22.01.2014 15:22 - IR4T4**

- Related to Feature #492: ETTV added

**#7 - 12.09.2015 19:21 - IR4T4**

- Target version changed from 2.78 to 2.75

**#8 - 23.11.2015 22:47 - Spyhawk**

- Target version changed from 2.75 to 2.78

**#9 - 04.09.2016 12:21 - IR4T4**

- Target version changed from 2.78 to ALL

**#10 - 06.03.2017 00:28 - Spyhawk**

For reference: <https://github.com/ioquake/ioq3/pull/265>

Not sure how the mentioned server-side demo and multiview protocol + server-side multiview demo recording compare to our current implementation.