

ET: Legacy Development - Feature #492

ETTV

22.01.2014 15:00 - ailmanki

Status: Invalid	% Done: 100%
Priority: High	Spent time: 0.00 hour
Assignee:	
Category: Server	
Target version: 2.71rc4	
OS:	Arch: N/A
Description ETTV is required for competition. See etpro forum for ettv, http://bani.anime.net/banimod/forums/viewforum.php?f=18 Sorry I tried to find the source of this stuff in Quake3, but could not find it yet. Never set this up for Q3, but I suppose it comes from there..	
Related issues: Related to ET: Legacy Development - Feature # 229: Add support of ETTV (ETpro*) New 05.03.2013	

History

#1 - 22.01.2014 15:22 - IR4T4

- Related to Feature #229: Add support of ETTV (ETpro*) added

#2 - 22.01.2014 15:23 - IR4T4

- Status changed from New to Invalid

- % Done changed from 0 to 100

Duplicate - see <http://dev.etlegacy.com/issues/229>

#3 - 22.01.2014 15:23 - IR4T4

- Target version set to 2.71rc4

#4 - 22.01.2014 15:29 - Jacker

I am already working on this, and the ETTV was completely done by the etpro team (bani and others) it is not opensourced and most likely will never be (this is the reason we need to roll our own). I have talked with the etpro teams members and its very unlikely that they can release it anything soon (if ever).

#5 - 22.01.2014 15:34 - ailmanki

IR4T4 wrote:

Duplicate - see <http://dev.etlegacy.com/issues/229>

Oops, didn't found it at first by searching for it. Strange - now I can find both..