

## Doomsday Engine - Feature #1194

### Viewing other players' cameras ("spy" command)

2003-06-16 15:28 - tolwyn

<b>Status:</b> New	<b>Start date:</b> 2003-06-16
<b>Priority:</b> High	<b>% Done:</b> 0%
<b>Assignee:</b>	
<b>Category:</b> Redesign	
<b>Target version:</b> Multiplayer	
<b>Description</b> (Default F12). The SPY command does not work as advertised. :)	
<b>Labels:</b> Gameplay	
<b>Related issues:</b>	
Related to Feature #1614: Improved demo recording and playback	<b>New</b> <b>2014-04-19</b>

#### History

##### #1 - 2003-08-16 21:49 - danij

Logged In: YES  
user\_id=849456

I think its probably about time to fix the spy command ;-)

##### #2 - 2003-09-24 07:20 - skyjake

Logged In: YES  
user\_id=717323

Making this a feature request.

##### #3 - 2006-02-11 17:23 - skyjake

Logged In: YES  
user\_id=717323

Scheduling this for version 1.8.

##### #4 - 2013-10-20 20:35 - skyjake

- Tags set to Multiplayer, Camera, Client
- Subject changed from SPY command to Viewing other players' cameras ("spy" command)
- Category set to Redesign
- Priority changed from Normal to High

##### #5 - 2013-10-20 20:38 - skyjake

- Priority changed from High to Urgent

##### #6 - 2014-12-03 22:03 - skyjake

- Related to Feature #1614: Improved demo recording and playback added

##### #7 - 2015-05-16 21:48 - skyjake

- Priority changed from Urgent to High

##### #8 - 2019-11-29 16:14 - skyjake

- Target version set to Multiplayer