

INsane's Spectator custom files

This file set add-on can be added to any Day of Defeat: Source HUD.

The files alter the spectator view and fix a couple of annoying issues for persons who spectate or use demo files often.

I never understood why in spectator mode you would clutter the screen with useless blackouts.

The layout alters your spectator view if you are in Spectator mode, that means joining spectator or after you get killed and you are in the respawn timer.

The Top Spectator bar. It has been removed; the reason is there really isn't much up there and it limits the screen view as it pushes down the minimap, kills and deaths and flag icons.

The items in the spectator bar are only some team scores and the respawn timer as you rejoin. Those items are now in the bottom spectator bar area.

The Bottom Spectator bar. It has had a rework to fit items in from the top spectator area and make the area more compact and efficient. *(note the image below is also a separate left hand hud mod)*



As you can see in this image, I have been killed and am now respawning. The spectator top bar is gone and the minimap, objective icons and kills and deaths can now move up to the very top.

The Allied and Axis team scores that were up the top right are now down on the bottom left.

The respawn timer message is now in the center bottom.

Also note that in this mode the Bottom Spectator bar is also disabled. There is a reason for that in the next mode when you press your crouch key (CTRL by default) this player label got covered up.

As may, or may not know that bottom spectator area has a couple of bugs as does the demo and SourceTV playback files and controls.

Let's look at the changes in this set for files...



As you can see things have moved around but it's not a huge change.

- Options combo box remains where it was but reduced the width
- The Previous and Next arrows with the player combo box have shifted to the left. This now allows the standard player label to be seen and not have the (sometimes buggy) "player combo box" covering it up.
- Camera view combo box. It has shifted to the left a bit more to fit in a small font net_graph 1 display. In that Camera view combo box selection is three items.

"Free Look" Only useful during a demo file playback . (spec_mode 3 command)

"First Person" Eye view of player (spec_mode 4 command) *This was actually incorrectly labeled since 2013 in the official files, it's fixed in this set.*

"Free Overview" a camera behind/over the player. (spec_mode 5 command)

These commands for a camera view are also available using your Mouse fire button (previous and next player) and also toggling the space bar to select camera views.

The files. (So you can edit them too)

resource folder.

- spectatormenu.res – No modifications. I left this in for others to modify, it controls the items in "Options Combo box" dropdown.
- spectatormodes.res – This was modified and it's the items in the Camera view combo box. The modification was the "spec_mode 4" (first person view) command didn't have the correct label.

resource/ui folder.

- bottomspectator.res – As the name implies it's the Bottom Spectator area. I put in notes beside the values I changed. Its really only the bottom 55 pixels of the screen. Mostly the edits were to shrink down and move items around.
- spectator.res – This is the entire screen area when you are spectating, the edits in this file are noted. Basically the edits removed the extra bottombar and took the items displayed on the top and placed them on the bottom of the screen to allow the minimap, kills and deaths, objective icons, top not be pushed down.