Vox's Paladins Spectator Mode Guide

Requirements

- Keyboard with numpad (10key)
  - This is required to be able to use the default spectator keybinds in Paladins.
- Paladins

If Broadcasting

- Suitable PC setup for gameplay and broadcast
- 2x audio outputs
- Suitable broadcast software (OBS/xsplit)
- Suitable communication software to broadcast commentator voices
  - E.g. Discord, Curse Voice, Mumble, TeamSpeak 3

In-Game Settings

In-Game Spectator Settings

Prior to and whilst spectating a game, spectator options are available by the ESC/Options menu.
- Show player icons = Off
- Show player team UI = on
- Set score = 0 at MINIMUM (do not set to -1)
- Team names filled appropriately

Chat Commands
All chat commands can be entered into any chat window. This can be system chat or a direct message with a player in your friends list. It is **highly** recommended to *ONLY* **broadcast in Do Not Disturb mode**.

The in-game chat can be brought up by pressing the **Enter** key whilst in-game, and whilst it is hidden from view it is active and can be used to enter certain commands to be confirmed again with the enter key.

- **/dnd**
  - This command puts the Paladins client in Do Not Disturb mode.
- **/spectate <Playername>**
  - E.g **/spectate Voice**
  - This command queues spectator mode for the specified player's next game, or starts spectator mode if the player is currently in a game with spectating enabled.
    - If the game in progress has not been spectated from the start of the game, spectators will be pulled in at the in-game time at which they started spectating. For this reason, pre-queueing spectator mode is **always** recommended.
  - If a spectator password has been used, the syntax must be:
    - **/spectate <Playername> <Password>**
    - E.g. **/spectate Voice 123**
- **/replay <Instance ID>**

- E.g. **/replay 00000001**
- This command starts spectator mode from the replay file of the corresponding instance (match) ID.
  - This will only occur for custom games if they have been previously spectated live.
- If a spectator password has been used it must also be entered as above.
- Replaying games from a different patch to the live patch is impossible and the rollback system must be used.
- **/demoplay <filename>**
  - E.g. **/demoplay TeamAvsTeamB**
  - This command is used to start spectator mode from a local demo file located in the correct directory. Further instructions on demo playback are **found below**.
  - If a spectator password has been used it must also be entered as above.
- **/stat fps**
  - This is used to toggle the in-game FPS counter since the F9 key has no effect in spectator mode.
- **/exit**
  - This command is used to close the Paladins client.

Keybinds

Num Lock ***MUST be enabled*** for spectator mode to function as intended.

Spectator Mode Keybinds and Controls			
Function	**Default Keybind**	**Explanation**	**Notes**
System Commands			
Pause/Play	Pause/Break	Toggleable Pause/Play function. Required for multi-observer sync prior to broadcast.	
Speed Up Time	Page Up	Speeds up time (fast forward).	Do NOT speed up time more than three times (three keypresses) in a row, or spectator mode will crash.
Slow Down Time	Page Down	Slows down time (reduce fast forward to default playback speed and slow-motion)	
Return To Start	Home	Returns the replay from its current playback time to the start of the replay.	**DO NOT PRESS, WILL CAUSE CRASHES.**
Step Time Back	,	Steps the replay back from its current playback time by a set value.	**DO NOT PRESS, WILL CAUSE CRASHES OR BUGS.**
Scoreboard	TAB	Brings up the in-game scoreboard.	
Free Mouse (hold)	Spacebar/Left Alt	Free mouse	
Hide Overlay	P	Hides the in-game overlay. Three stages, cycles through	
Camera Controls			
Select PlayerCam	Numpad 0-9	Selects the corresponding playercam (first person)	

F Key Controls			
Show Player Skills	F1	Shows a Champion's skills and cooldowns in 1st person mode	**These elements in-game all take up the same area on screen and are swapped between each other. This should ALWAYS remain on skills/F1 unless analysing a loadout.**
Show Player Items	F2	Shows a Champion's items in 1st person mode	
Show Player Loadout	F3	Shows a Champion's loadout in 1st person mode	
Team UI (compact)	F5	Shows the compact Team UI (only champion portraits, horizontal orientation)	
Team UI (items)	F6	Shows the Team UI with items and playernames	
Team UI (loadouts)	F7	Shows the Team UI with loadouts and playernames	
Team UI (KDA)	F8	Shows the Team UI with KDA and playernames	
Stat Menus			
Net Worth	1	Shows the Net Worth bar chart	
Damage Dealt	2	Shows the Damage Dealt bar chart	
Damage Shielded	3	Shows the Damage Shielded bar chart	
Healing	4	Shows the Healing bar chart	
Objective Time	5	Shows the Objective Time bar chart (values in seconds)	
Close open Stat Menus	0	Closes open stat menus	

Freecam Controls		
Move Forward	W	Move Forward on horizontal plane
Move Backwards	S	Move Backwards on horizontal plane
Move Left	A	Move Left on horizontal plane
Move Right	D	Move Right on horizontal plane
Ascend	E	Ascend on vertial axis
Descend	Q	Descend on vertical axis
Increase movement speed	Left Shift	Freecam moves faster
Camera Perspectives		
View Action	X	**DO NOT PRESS**
Alternative Camera Mode	Numpad *	**DO NOT PRESS**
Reset Camera Mode	Numpad /	**Press this then playercam key if one of the above is pressed.**

Live Spectate Walkthrough

- Before broadcast beings, ensure the following:
    a. DND is active.
    b. At least one friend is online to provide an alternative system chat to the chat box.

If showing Champion Draft (not using drafter)

1. Admins confirm with players that a game lobby has been created and provide the spectator password if used.
2. Admins also relay which team is 1st vs 2nd pick to allow the broadcast to pre-enter teamnames.
3. Observers queue to spectate a player in said lobby then inform the admin.
4. Admins give go-ahead for the players to start the game.
5. Champion Drafting phase occurs as soon as the players have started the game.
    a. This occurs live and not on a delay, and therefore a suitable broadcast delay must be added or the drafting phase not shown during broadcast.

If not showing Champion Draft

1. Once the Champion Draft has been completed, the game will load. Once all players have loaded in the in-game clock will reset to 0:00 time elapsed.

Upon loading into Game

1. Pause at 0:02 seconds time elapsed on in-game clock (top centre of screen).
2. Enter spectator mode settings (if not already filled).

If Multi-Spectator

- All spectators resume playback in sync using a verbal countdown.

If Single-Spectator

1. Resume playback when ready.
2. Broadcast goes live.

Game End

- Pre-hover the scoreboard tab in preparation to switch immediately to that screen. Remember that there is no Top Play shown in spectator mode.

Replay/Demo Playback

If replaying a pre-spectated game from a replay ID or a demo file, no champion drafting will be shown.

Replay ID

Use the command **"/replay <Instance ID>"** and repeat the above steps as with live spectating with the omission of the champion draft phase. A spectator password may need to be entered here.

Demo Playback

Paladins supports local demo file playback of pre-spectated games.

When spectating a game, a .demo file is streamed to your PC. This can be found in the directory:
- **\\Documents\My Games\paladinslive\ChaosGame\Demos**

By default this will be named **"stream<InstanceID>.demo"** and is overwritten every time a new game is spectated. However, if this file is renamed it will not be overwritten.

Demo files in this directory can be replayed directly which presents the following advantages; since the replay data is not having to be streamed to the observer's PC, a game can be fast forwarded through without catching up to the inherent limit of downloaded data. This also prevents stasis mode from occurring. Additionally, demo files can be transferred easily and quickly from observer to observer via the internet for simplified delayed broadcast.

Saving a demo file

1. After spectating a game, locate the demo file directory.
2. Locate the streamed demo file as described as above and change it's filename to whatever best suits the game in question.

Replaying from a demo file

1. Locate and note the filename of the demo file you wish to **:** replay.
2. Use the command **/demoplay <filename>** in system chat and repeat the steps for live spectating. As with replaying, champion drafting will not be displayed. A spectator password may need to be entered here.

Spectating and Observation Advice

IMPORTANT: **Never** use freecam. Transitioning from 1st person to freecam *always* looks bad on broadcast unless using a dedicated freecam spectator.

General Tips

- Whilst often the team playing from behind has the potential for the most exciting clutch plays, it is generally more reliable to spectate the team ahead/leading at any given point in the game to prevent watching repeated player deaths.
- Switching between teams mid-fight is disjointing and prevents viewers from building clear pictures and storylines. Team swaps however are more appropriate in 1v1 trades.
- Always display the Skills bar (F1) during action unless specifically called for by commentators.
- Ultimates are important! Listen out for champion ultimate and audio cues. These champions should typically either be switched to or in frame for the ult duration.
  - Some ults that have a chance of being shut down are best viewed from an outside perspective, whilst others deliver more impact from 1st person.

- Do what feels right! When not following a commentator's lead, follow the action as you feel best.
  - **Always** follow your commentators' requests and leads, whether for action calls, stat menus, or loadouts.

Champion Roles and Observing

- **Frontline:** Very immersive view of action (especially Fernando due to 3rd person during Shield). Makoa has massive setup potential and is good to watch for fight openings.
- **Backline:** Typically includes ranged damage and supports. Useful to get an idea of how teams are controlling areas/angles from range.
- **Flank:** Show ambushes where possible. If unmediated in the enemy backline can have a game-changing impact in a fight.

Game Start

When first loading into a game, the emphasis for viewers should be on what players are playing what champions and what items have been purchased. Since Legendary cards are currently not displayed in any of the **F** screens, the **TAB** scoreboard should be shown for the duration of introductions.

Active Round

During action, the **F5** UI should be used
- **F5** (compact) displays champion portraits horizontally, no player names.

Stat menus (**F8** for KDA, **1-5** for stats) may be called for in breaks of the action mid-round but should typically be avoided unless specifically requested.

Round Break

Between rounds the **F6** (item) UI should be displayed to allow commentators to demonstrate analysis. Stat menus may also be cycled through in 5-10s intervals before being removed prior to the next round starting, however this is not always necessary. If a commentator calls for a specific menu, this should remain on-screen until the next round beings or the conversation topic shifts from that stat menu. Leave a few seconds of buffer to allow for viewers to process all relevant information.

It is not necessary to show these every round break; contrast is key here - big damage/healing/credit numbers, or lack thereof, are important.

Stasis Mode

Stasis mode may occur during a game. This is not a pause and not indicated as such by the popup in-game. Champions will freeze in place and continue their animation cycles, map animation will continue.

If this occurs, broadcast **must** cut to a break as multiple observers will have to re-sync their playback due to stasis mode not lasting for a consistent duration across multiple individual clients.

Please ensure to report all instances of stasis mode to @HiRezVox.