

For Server Administrators

Category	GTVd	ETTVd
Maintenance	First of all, GTVd will always keep itself up to date. Maps are transferred automatically when required. The gameserver executables and everything depending on them will also be kept up to date automatically.	You have to manually take care of keeping maps and executable versions up to date. Updates on ETTVd itself have to be painfully edited into its PHP files.
Error Handling	Enhanced error handling which catches and fixes most errors. Unrecoverable errors are properly logged so at least you know what's going wrong. It will recover from own crashes and also start upon system reboots without you having to take care of it.	Misses some errors causing servers to go into weird states. Also fails to report errors properly sometimes so you can't say what's wrong. If it crashes it's down, you also have to take care of restarting it after system reboots.
Integration	GTVd won't spawn game servers if the host can't take it anymore preventing the host from overloading. Maximum space used for demos can be limited.	ETTVd will always spawn a server when it's asked to do so, possibly overloading the host causing crashes or lags. Demos will just get dumped possibly clogging up your harddisk.
Resources	Only spawning one server to broadcast using ETTV's internal <code>ettv_delay</code> thus saving lots of RAM and a bit CPU.	Spawns two servers to broadcast: One to record a demo and a 2nd one just to replay that demo with delay effectively using 2 servers for one broadcast
Demo management	Detailed demo management including lots of meta info. Official demos are guaranteed to work properly, also you can fetch any official demo out of the GTVd pool to your server with just a few clicks. Demos can be easily edited and linked to matches through the Webinterface.	Decent demo management with only very few meta info. Sharing demos is fiddly (manually providing them through http/ftp/etc, manually copying them).
Server Control	All servers are kept unique and every server will always have its own settings. You can either control servers completely manually, semi-automatic or fully automatic.	Server settings are shared for all servers. Only manual control possible.

For Viewers

Category	GTVd	ETTVd
Matchinfos	Ingame objectives are monitored and displayed on the tv server, showing you which team did what objective quicker.	Ingame objectives are also monitored and displayed on the tv server, showing you which team did what objective quicker.
Serverpicking	A live page always showing what servers are running and what they show. When you try to connect a server which is full you get redirected to a free server showing the same thing.	Only displaying the servers per match with unreliable status information.
Coverage	When only few slots are remaining on a match an additional tv server will be connected immediately making sure every viewer gets a slot.	When slots run out, they're out. No chance of getting a slot then unless somebody else disconnects.
Ondemand	Proper demos being played back on stable TV servers. A huge demo database covering virtually every match that was played on GamesTV.org. Ingame commands to control your server. Reduced time locks between demanding matches. A background system that makes sure all maps are available on the replayer and a fallback system copying demos to free hosts if the one with the demo is incapacitated.	Unreliable replayers sometime failing for no apparent reason. Crashes upon missing maps, demos playing in random order some times. No control like fast forward through warmup.

For Players

Category	GTVd	ETTVd
Serverload	GTVd tries to hub every single match so most of the time you'll only see one TV server on the matchserver greatly reducing the matchservers load.	Only single matches are hubbed manually. Most of the time you'll see between 2 and 12 TV servers on the matchserver generating quite some load.
Coverage	We can almost guarantee coverage for any match you request. No matter if you're good or bad, an appropriate amount of TV servers will be present to broadcast your match making sure everybody who wants to see it gets a slot.	You just might not get any servers or too few servers since there was no system to make sure slots are distributed properly.