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Subject: Re: proximity speech

Posted by [my486CPU](#) on Sun, 11 Jul 2010 23:52:19 GMT

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Please keep in mind I am talking about proximity, no need for spam voice, plus most people do not join into teamspeak on renegade but they might put a headset on if voice was easy and ready to go ie if people could readily talk to others in there proximity.

I am well aware of reborns' skills when it comes to code I am just wondering if it is at all possible to push the voice thing further...

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