Subject: Possible for in game Voice coms?
Posted by theplague on Tue, 14 Jun 2005 10:35:43 GMT
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TS is realy bugging me, it'll be nice to have voice ingame, you know? like in CS... well, i figgered if your doing all these other amasing things, it wouldn't hurt to put in another keypress action and another tcp connection for voice -_- plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz plz

lol, anyways...

edit: well, it'll make tactics part of the game, and communications easyer... typing realy sux and sniper servers got people who say 'TK' all the time (they got to have a reason for dying..lol)

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Subject: Re: Possible for in game Voice coms?
Posted by cmatt42 on Tue, 14 Jun 2005 18:03:58 GMT
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Uhhh,  http://www.renegadeforums.com/index.php?t=msg&th=5056&am p;start=0&rid=3134 ?

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Subject: Re: Possible for in game Voice coms?
Posted by theplague on Wed, 15 Jun 2005 11:15:57 GMT
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lol, i didn't see that... that was kinda what i was on about...

funny thing, ever herd of gibberish? well, he did the same thing about a year ago :S with his server, he had it move people into the right channels using a java scripting (not to be mistaken as javascript which is web page based...lol).

what i ment by this post is like you can actialy see whos talking (like in CS, the bottem left corner has the voice com names) or you can have that logo at the top of the players head (like when you use alt and control commands)

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Subject: Re: Possible for in game Voice coms?
Posted by Whitedragon on Wed, 15 Jun 2005 20:48:06 GMT
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http://www.teamspeakoverlay.com/

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Subject: Re: Possible for in game Voice coms?

Posted by [Aircraftkiller](#) on Thu, 16 Jun 2005 03:18:39 GMT

Remember, it's please, not plz.

Subject: Re: Possible for in game Voice coms?
Posted by [theplague](#) on Thu, 16 Jun 2005 06:51:40 GMT

http://www.teamspeakoverlay.com/ - BRILIANT! thx...

plz, sh1t, h4k, 1337, f00l, n00b, th3, cr4p

Subject: Re: Possible for in game Voice coms?
Posted by [trunkskgb](#) on Sat, 18 Jun 2005 02:30:28 GMT

Aircraftkiller wrote on Wed, 15 June 2005 23:18Remember, it's please, not plz.

Once again ACK, stfu. People can spell however they want to. This is not a library.

Subject: Re: Possible for in game Voice coms?
Posted by [Lijitsu](#) on Sat, 18 Jun 2005 07:23:53 GMT

Puts down a book.* Oh, damn. I guess i cant check out "How to really piss off Halo Snipers" then, can i? Yeah, they CAN spell it how they want to, but they should spell everything out like most people do on Forums. This isnt in the middle of a game, where action is fast, and things need to be quickly relayed. Hell, even i shorten things in game.

Subject: Re: Possible for in game Voice coms?
Posted by [RVMECH](#) on Thu, 23 Jun 2005 06:02:22 GMT

Remember it is I not i.

Subject: Re: Possible for in game Voice coms?
Posted by [Aircraftkiller](#) on Thu, 23 Jun 2005 09:00:47 GMT

RVMECH is another disciple!

Subject: Re: Possible for in game Voice coms?
Posted by Lijitsu on Sat, 25 Jun 2005 03:06:24 GMT

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RVMECH wrote on Thu, 23 June 2005 02:02Remember it is I not i.
Bite me, i have poor grammar.