Subject: microphone
Posted by Veyrdite on Wed, 04 Oct 2006 00:11:32 GMT
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is it possible to get a script that allows players to use a microphone on a map (that you make)?

Subject: Re: microphone
Posted by R315r4z0r on Wed, 04 Oct 2006 00:44:15 GMT
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what you mean a microphone?

Like why would it be used? Voice commands? talking over multiplayer games?

Subject: Re: microphone
Posted by Sehot on Wed, 04 Oct 2006 01:29:22 GMT
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razorblade001 wrote on Tue, 03 October 2006 20:44what you mean a microphone?

Like why would it be used? Voice commands? talking over multiplayer games?

whaot is teh MI-CRO-PHONRY? oi dunt thinky i hav1??? can u plxz tellzm e If I Have 1?

Subject: Re: microphone
Posted by sleepyjo2 on Wed, 04 Oct 2006 01:44:41 GMT
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If your going to use it for chat I reccomend having everyone just get Teamspeak. I doubt such a script exists.

Subject: Re: microphone
Posted by Veyrdite on Wed, 04 Oct 2006 05:21:25 GMT
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i mean like how you can use it on counter-strike and world of warcraft (you know, msn as well) its just easier and less time wasting than holding ctrl and/or alt or having to type the entire message.

Subject: Re: microphone
Posted by Zion on Wed, 04 Oct 2006 07:32:25 GMT
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Get TeamSpeak and don't have push to talk on, but then everyone hears you breathing and not many people like it.

Subject: Re: microphone
Posted by FynexFox on Wed, 04 Oct 2006 07:59:53 GMT
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You can use MSN, Xfire, Aim, TS, RW, Skype, Ventrillo. They are all some good VOIP services. As Mero said you can set it up so the mic is always on, and I also belive you can set some up so they only come on when theres a loud enough noise, so people won't hear your breathing.