
Subject: Regular Teamspeak Games

Posted by [Spoony](#) on Wed, 06 Jan 2010 01:30:54 GMT

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hiya

I think we could try making a regular thing of "teamspeak games" (also known as "lobby wars")

Essentially we set a time and date and then anyone who wants to can join teamspeak. Two captains are selected (I would probably volunteer), and then they pick two teams for a series.

We could do these once a week, anyone would be welcome - (although, before picking teams, the two captains could choose to exclude certain players e.g. if they are notorious cheaters)

Standard clanwars.cc settings, vary the maps from week to week.

Like?

Subject: Re: Regular Teamspeak Games

Posted by [rcmorr09](#) on Wed, 06 Jan 2010 02:04:43 GMT

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I like the idea.

Subject: Re: Regular Teamspeak Games

Posted by [ChewML](#) on Wed, 06 Jan 2010 02:19:57 GMT

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Sounds good, I am glad to see this raise in interest for organized games. It is positive steps like these that may let us savour Renegade a while longer.

Subject: Re: Regular Teamspeak Games

Posted by [Goztow](#) on Wed, 06 Jan 2010 07:49:47 GMT

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The idea sounds good. We had a "community war training" with n00bstories and KOSs2 yesterday and it resulted in very good games. Obviously at the start it comes down to getting used to eachother a bit but the games were very decent.

I'm a bit afraid that if this isn't related to communities however, we may end up with very few people showing up, taking in account time zones, individual community organized events, etc. But I'd be up for it and would probably volunteer to lead a team if needed.

I think TK2 could put a Ren and TS server at our disposal from time to time. I think these kind of events could be a "one per month" kind of thing. But maybe first try to get the renforums vs jelly match to a good ending .

Subject: Re: Regular Teamspeak Games
Posted by [EvilWhiteDragon](#) on Wed, 06 Jan 2010 15:25:39 GMT
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One thing is sure: don't over do it, as it'll become less special and won't draw as much people to one game.

Subject: Re: Regular Teamspeak Games
Posted by [Tiesto](#) on Mon, 11 Jan 2010 00:46:08 GMT
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We run intercommunity wars every friday at 9:30 GMT(apart from this friday coming)and probably every sunday night too. (Not sorted yet though)

Subject: Re: Regular Teamspeak Games
Posted by [Jamie or NuneGa](#) on Mon, 11 Jan 2010 00:54:31 GMT
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do it during the week, more people will come

Subject: Re: Regular Teamspeak Games
Posted by [Starbuzz](#) on Mon, 11 Jan 2010 01:48:15 GMT
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ImJamie wrote on Sun, 10 January 2010 18:54do it during the week, more people will come

I agree to this too. Also due to real life stuff, my weekends are now eaten up and my weekdays see plenty of spare time.

edit: this is also the main reason I have my doubts as to the Jelly vs Renforums game.

Subject: Re: Regular Teamspeak Games
Posted by [Clark Kent](#) on Mon, 11 Jan 2010 02:02:19 GMT
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pawkyfox wrote on Sun, 10 January 2010 19:48
Jamie wrote on Sun, 10 January 2010 18:54
do it during the week, more people will come

I agree to this too. Also due to real life stuff, my weekends are now eaten up and my weekdays see plenty of spare time.

edit: this is also the main reason I have my doubts as to the Jelly vs Renforums game. With the timezones the week nights are not so great. Seeing how we have Europeans, Americans, and others playing the weekend is prolly the only option for a good turnout.

Subject: Re: Regular Teamspeak Games
Posted by [Goztow](#) on Mon, 11 Jan 2010 07:57:02 GMT
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Sundays are usually best for EU / US games. On Saturdays, a lot of people tend to go out.

Subject: Re: Regular Teamspeak Games
Posted by [karmai](#) on Fri, 29 Jan 2010 14:29:57 GMT
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Shit i'd like it if we could just get an organized 2v2 from time to time

Subject: Re: Regular Teamspeak Games
Posted by [reborn](#) on Fri, 29 Jan 2010 15:17:21 GMT
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I've just been reading up on teamspeak3's 3d sound capabilities (spatial audio). I need to get look at the sdk, but it seems that it might be possible to have something similar to audio positioning in renegade when using the TS3 client with other players in-game.

I'm not entirely sure I have the patience to write it just for fun, the last teamspeak plug-in I wrote isn't used by anyone but myself I think. And even then I do not have many TS clients connecting when in-game. However, it might be an interesting project. I remember when I first experianced 3d audio/holophonics I was really impressed, it might of been a link here actually, sounded like someone shaking a box of matches around your head...

Would be very cool to hear your team mate speaking to you, and you could identify in which direction he is ingame due to the 3d effect, apparantly BI have had this for sometime with there mumble server.

Here is a link to experiance something like this for people who have no idea what I am talking about.

<http://www.youtube.com/watch?v=x5G3HUiscW4>

It also seems that with the sdk you have more access to events. Probably a silly idea, but it seems that it would be possible to make a little speaker icon show above players heads when they are talking in teamspeak. Might be a silly idea, but I remember when people first saw the icons above there heads from the corepatch and they would do anything to get them and be special too...

Subject: Re: Regular Teamspeak Games

Posted by [EvilWhiteDragon](#) on Fri, 29 Jan 2010 16:17:07 GMT

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reborn wrote on Fri, 29 January 2010 16:17I've just been reading up on teamspeak3's 3d sound capabilities (spatial audio). I need to get look at the sdk, but it seems that it might be possible to have something similar to audio positioning in renegade when using the TS3 client with other players in-game.

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Well, if you'd implement this for TS3, we'd use it. Mumble isn't really user friendly enough for us.

Subject: Re: Regular Teamspeak Games

Posted by [CarrierII](#) on Fri, 29 Jan 2010 21:07:41 GMT

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I meant to look into writing a plugin that would let you know the current speaker (Much like TSO, only functional with TS3 and Vista, :s)

Subject: Re: Regular Teamspeak Games
Posted by [reborn](#) on Mon, 01 Feb 2010 06:39:42 GMT
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That would a TeamSpeak3 plugin rather than an SSGM plugin, but with the SDK I think that would be possible without too much hassle...

I spent a couple of hours this morning making a TS3 regulator (insomnia can be a productive thing):
