
Subject: proximity speech

Posted by [my486CPU](#) on Sun, 11 Jul 2010 21:50:31 GMT

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I have read about such things like people creating huds for timezones and of course it is impressive but not very useful, frankly people no what time it is and don't need it displayed in-game...I always thought it would be a wild and more useful thing if there was live proximity speech say tied into teamspeak or whatever.

Basically what I am thinking is simple yet seems impossible ...as it is we have proximity sound that we can attach to objects and it should be noted that characters(infantry/tanks) are also objects ...but what if the sound came from something other then a file say a live mic.

Subject: Re: proximity speech

Posted by [Omar007](#) on Sun, 11 Jul 2010 22:41:59 GMT

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Theoretically it could be possible but it wont be easy to do, I think.

You would need to send the sound to the server and the server would then need to make it play/stream it to the correct team players. (or all if that is what's desired)

You would actually end up with a build-in VoIP system as most games get nowadays.

IMO you could then better just use TeamSpeak.

If you would want it to be a 3D sound it would even be a little more complicated. The server would not only need to receive the sound and play/stream it to the clients but would need to play/stream it from for instance the HEAD bone as a 3D sound.

So theoretically it might be possible to do but you'd need quite some experience with VoIP and you'll need an efficient way to get it to stream real-time instead of from a file.

If i put time in it i might be able to pull something little off (im not sure i can but it's an interesting thing to look into) but i dont think it's worth the time as i have some other unfinished stuff to do and TeamSpeak works good enough atm

Subject: Re: proximity speech

Posted by [Sladewill](#) on Sun, 11 Jul 2010 23:27:18 GMT

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as such reborns already made a plugin to make sure that users are on the correct side on teamspeak, cant it overlay anyways so users could talk only to there team m8s?

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...

Subject: Re: proximity speech
Posted by [reborn](#) on Mon, 12 Jul 2010 05:34:47 GMT
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my486CPU wrote on Sun, 11 July 2010 17:50I have read about such things like people creating huds for timezones and of course it is impressive but not very useful, frankly people no what time it is and don't need it displayed in-game...I always thought it would be a wild and more useful thing if there was live proximity speech say tied into teamspeak or whatever.

Basically what I am thinking is simple yet seems impossible ...as it is we have proximity sound that we can attach to objects and it should be noted that characters(infantry/tanks) are also objects ...but what if the sound came from something other then a file say a live mic.

It's been done (well, similar to what you're describing) already by BlackIntel using mumble.

<http://forum.blackintel.org/blackintel-servers/mumble-renegade-and-positional-audio/>

Very cool stuff, that largely went un-noticed.

Teamspeak3's 3D audio is pretty shitty, and not really up to what you're describing. Although using vent instead of Mumble might be possible. Dolby's axon is designed for just such a use, just the other day they released some super cool shit in the form of an api for their client:

<https://axon.dolby.com/>

However, what small percentage of players that use TS/Vent are hardly going to use axon for just positional sound.

Subject: Re: proximity speech
Posted by [Goztow](#) on Mon, 12 Jul 2010 06:27:45 GMT
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BI did it indeed. It's cool but not very useful, really. During clanwars you just want to hear clearly what people are saying. During normal games, it could be abused if players of the two teams are in the same channel.

That + no community on Ren uses mumble.

Subject: Re: proximity speech

Posted by [reborn](#) on Mon, 12 Jul 2010 07:19:41 GMT

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There are quite a few VoIP API's out there (YATE springs to mind), would be cool to integrate One of them directly into the game. However, that would be allot of work, especially seeing as it would be redundant as soon as TT came out.

Subject: Re: proximity speech

Posted by [Sladewill](#) on Mon, 12 Jul 2010 08:09:18 GMT

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unless you could convince the TT team to impliment it?

Subject: Re: proximity speech

Posted by [reborn](#) on Mon, 12 Jul 2010 08:16:04 GMT

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Sladewill wrote on Mon, 12 July 2010 04:09unless you could convince the TT team to impliment it?

I suppose if someone was to write it in a clean, working, securely and portable manor then they may consider including it. However, they would likely still have to make several changes themselves, and also need it tested very rigorously too, all adding to their release schedule.

Plus, you've got to find someone to actually write it. There are few in this community outside of the TT team that have the ability, time and motivation to actually do it.
