reborn wrote on Wed, 30 September 2009 21:02Source code added.

And before any starts, yes I used std::string, and yes I used std::vector. But hey, at least there's a release out there now...

If Seye says it's easier then it probably is, but the TS version doesn't seem to of generated much interested though really. There has been no one say they are using it or anything...
I suppose it's just a bit too late.. Back when Blazer was going to do it, it seemed to generate allot of interest, but there was more players back then, and therefore more TS users and active servers.
I don't think I will bother with a vent version.

Besides, I have been thinking for a while of leaving these forums.

The thing is with ventrilo you have a better sound (codecs) then we have with teamspeak, hence the reason we switched. A lot of communitties already did the same thing. I think if you can get this working on Ventrilo and possibly consider a release for more games then just Renegade, you will have an awesome solution for all of us!