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.