
Subject: Brainwave gaming has arrived
Posted by [Blazer](#) on Wed, 21 Mar 2007 09:44:48 GMT
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Who will be the first to snipe someone in Renegade just by thinking it? I can't wait to see Kozars face contorted like he is trying to take a dump, while disarming a beacon...oh wait he already does that.

<http://www.legitreviews.com/article/475/1/>

articleNeural activity generates electrical potentials that are picked up by the three electrodes that are on the forehead of the user. The actuator then separates the electrical activities into three classes of neural and electromyographic signals. These signals are said to reflect the activities of the extraocular muscles, the brain, and the facial muscles.

These signals are then decoded and combined with each other to create unique commands based on the specific permutation of brain, eye and facial muscle activity.

Unlike other products this device hooks into existing games now and allows you to play games like Unreal Tournament already. There is a learning curve to using one of these, but it's pretty easy and should take ~2 minutes to get the device working.

The biggest market for this device will be gamers as they will be able to use the neural impulse actuator in combination with the a mouse to control the shooting, jumping, running, etc. in FPS games. OCZ hopes to bring the actuator to market by year's end and hope to bring it to market at around \$300 USD.

EDIT: Video of some guy using it: http://www.youtube.com/watch?v=BKd_AJUUT7Q

Subject: Re: Brainwave gaming has arrived
Posted by [Ryu](#) on Wed, 21 Mar 2007 12:47:00 GMT
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Omg, Nice!

Man, Them things will cost a bomb, But worth it.

Subject: Re: Brainwave gaming has arrived
Posted by [Crusader](#) on Wed, 21 Mar 2007 12:50:03 GMT
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Subject: Re: Brainwave gaming has arrived
Posted by [rm5248](#) on Wed, 21 Mar 2007 20:30:56 GMT
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Sweeeeeeeeeeeeeeeeeeeeeeeeeeeeeet.

Subject: Re: Brainwave gaming has arrived
Posted by [Dave Anderson](#) on Thu, 22 Mar 2007 14:07:01 GMT
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That's really neat and all, but I prefer to have a mouse and keyboard so I don't feel like a mindless zombie staring into space.

Subject: Re: Brainwave gaming has arrived
Posted by [Jerad2142](#) on Thu, 22 Mar 2007 16:57:05 GMT
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Game play would have to change entirely to get this to work; I would never miss with a sniper rifle if I could think where to shoot.
Hackers will have fun with this toy.

Subject: Re: Brainwave gaming has arrived
Posted by [luv2pb](#) on Thu, 22 Mar 2007 17:08:00 GMT
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Blazer wrote on Wed, 21 March 2007 04:44I can't wait to see Kozars face contorted like he is trying to take a dump, while disarming a beacon...oh wait he already does that.
It's all about the simple pleasures in life.

Subject: Re: Brainwave gaming has arrived
Posted by [Renx](#) on Thu, 22 Mar 2007 17:18:06 GMT
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I'm not sure if this would make games more fun or more boring. There's no question that if this becomes the standard then games will have to change.

I hope it doesn't work with Renegade. This wouldn't go over well in a game where every weapon is 100% accurate and has no recoil even. At least in games like BF2 you'd still need to lead targets, pause between shots, etc...

Subject: Re: Brainwave gaming has arrived
Posted by [warranto](#) on Thu, 22 Mar 2007 17:23:14 GMT
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Heh, instead of crying "Aimbot!", everyone will be crying "NI, NI!" (Neural Interface) Perhaps Montey Python was on to something....

Subject: Re: Brainwave gaming has arrived
Posted by [Renx](#) on Thu, 22 Mar 2007 17:35:25 GMT
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After looking at those videos it seems like you still have to aim with the mouse

here is a second video http://www.youtube.com/watch?v=_Mg84z0bcuE&NR

Subject: Re: Brainwave gaming has arrived
Posted by [Creed3020](#) on Thu, 22 Mar 2007 17:55:42 GMT
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The guy in the video was definitely using the mouse still to move his view around. Holding just that back though still makes the head control unit pretty unique.

Subject: Re: Brainwave gaming has arrived
Posted by [Blazer](#) on Thu, 22 Mar 2007 18:15:31 GMT
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Great, now RenGuard will have to block brainwaves to stop the "BrainHax"

Subject: Re: Brainwave gaming has arrived
Posted by [Goztow](#) on Fri, 23 Mar 2007 07:40:02 GMT
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This gives a new sense to 'memory hacking'.

Subject: Re: Brainwave gaming has arrived
Posted by [icedog90](#) on Fri, 23 Mar 2007 08:26:15 GMT
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I've seen this before, you still aim with the mouse.

Subject: Re: Brainwave gaming has arrived
Posted by [Zion](#) on Fri, 23 Mar 2007 12:23:21 GMT
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You could just image those hardcore gamers smashing their head in because of lag.

Subject: Re: Brainwave gaming has arrived
Posted by [Renx](#) on Fri, 23 Mar 2007 12:58:46 GMT
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icedog90 wrote on Fri, 23 March 2007 04:26I've seen this before, you still aim with the mouse.

Apparently they're still working to get looking/aiming working with this somehow.

Subject: Re: Brainwave gaming has arrived
Posted by [terminator 101](#) on Fri, 23 Mar 2007 21:37:42 GMT
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Nice. Me likes. Learning curve might be about 2 minutes, however, mastering it would take much longer than that.

I would really like to try this.

I wonder, does it rumble? That would be interesting, but you would probably get a headache from it.

Subject: Re: Brainwave gaming has arrived
Posted by [Viking](#) on Fri, 23 Mar 2007 21:40:47 GMT
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Cant you use a wii-mote on a computer?

Subject: Re: Brainwave gaming has arrived
Posted by [terminator 101](#) on Fri, 23 Mar 2007 21:55:39 GMT
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Good question. Too bad I don't have Wii to try it out. However, it is probable that only the pointer works.

Subject: Re: Brainwave gaming has arrived

Posted by [bisen11](#) on Fri, 23 Mar 2007 22:01:42 GMT

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So long as they never make a mind reading device, I'm cool. That would screw up the world.
