Subject: in game voice chat
Posted by Rocko on Wed, 13 Aug 2008 06:53:37 GMT
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Would this be possible to add to the game? Similar to the way Steam and counterstrike have in game voice??

Also a less important question, if this magically occured what would happen if valve came in and added renegade and enhanced it with steam/source?

Subject: Re: in game voice chat
Posted by saberhawk on Wed, 13 Aug 2008 07:17:51 GMT
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Rocko wrote on Wed, 13 August 2008 01:53Would this be possible to add to the game? Similar to the way Steam and counterstrike have in game voice??

Also a less important question, if this magically occured what would happen if valve came in and added renegade and enhanced it with steam/source?

Not going to happen. To either of them.

Subject: Re: in game voice chat
Posted by TD on Wed, 13 Aug 2008 08:57:49 GMT
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TeamSpeak in combination with TS Overlay is quite good too, if this feature is not going to be implemented.

Subject: Re: in game voice chat
Posted by CarrierII on Wed, 13 Aug 2008 08:59:22 GMT
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TS + TSO = win.

There's nothing you could need in Ren for voice chat that isn't covered by those two.

Subject: Re: in game voice chat
Posted by TD on Wed, 13 Aug 2008 09:00:35 GMT
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The current TSO version is quite good but after alt-tabbing like 3-5 times it randomly crashes my Renegade when I tab bacck into it. Anyone know what causes this?

PS. I don't use RGH

Subject: Re: in game voice chat
Posted by Goztow on Wed, 13 Aug 2008 09:16:20 GMT
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Quote:PS. I don't use RGH

You made me LOL .

TS with automatic TS changer is even better. If BI wasn't so busy with TT, then I'm sure they would be able to make it releasable. At the moment, the problem is that their plugin system isn't in a releasable state. Until that's fixed, they cannot release any of the fancy plugins they made .

Subject: Re: in game voice chat
Posted by EvilWhiteDragon on Wed, 13 Aug 2008 11:02:35 GMT
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Saberhawk wrote on Wed, 13 August 2008 09:17Rocko wrote on Wed, 13 August 2008 01:53Would this be possible to add to the game? Similar to the way Steam and counterstrike have in game voice??

Also a less important question, if this magically occured what would happen if valve came in and added renegade and enhanced it with steam/source?

Not going to happen. To either of them.
perhaps we could add mumble + a mumble renegade plugin into the patch. This way we wouldn't need to build our own client/server for voice chat.
It would also allow us to more easily show who's chatting ingame. Another advantage would be that everyone would be able to join the voice chat servers, and that it would happen automagically.

Subject: Re: in game voice chat
Posted by StealthEye on Wed, 13 Aug 2008 11:58:41 GMT
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Definitely not going to happen for this patch. And unlikely to happen for any future patch.

Subject: Re: in game voice chat

Posted by blly on Wed, 13 Aug 2008 21:41:23 GMT
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tso drops my fps bigtime.

but its ok i have 2 comps running and i keep a file open on my other one with samples from everyone's voice, so when i dont know who;se talking i just look at my other comp.

gg

Subject: Re: in game voice chat
Posted by trooprm02 on Thu, 14 Aug 2008 04:52:39 GMT
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blly wrote on Wed, 13 August 2008 16:41tso drops my fps bigtime.

but its ok i have 2 comps running and i keep a file open on my other one with samples from everyone's voice, so when i dont know who;se talking i just look at my other comp.

gg

he's not even joking

Subject: Re: in game voice chat
Posted by liquidv2 on Thu, 14 Aug 2008 06:05:49 GMT
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trooprm02 wrote on Wed, 13 August 2008 23:52blly wrote on Wed, 13 August 2008 16:41tso drops my fps bigtime.

but its ok i have 2 comps running and i keep a file open on my other one with samples from everyone's voice, so when i dont know who;se talking i just look at my other comp.

gg

he's not even joking
you gotta be kidding me
that sounds too straightforward to be a made-up joke

blly wtf D:

Subject: Re: in game voice chat
Posted by TD on Thu, 14 Aug 2008 06:46:20 GMT
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What, no-one else does that? I run a separate high-end quad-core system for that shit.

Subject: Re: in game voice chat
Posted by MGamer on Fri, 15 Aug 2008 04:32:23 GMT
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Rocko wrote on Wed, 13 August 2008 01:53
Also a less important question, if this magically occured what would happen if valve came in and added renegade and enhanced it with steam/source?

that sounds more like a Renegade in the Source engine mod sugestion

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