Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by reborn on Thu, 01 Oct 2009 12:52:56 GMT

View Forum Message <> Reply to Message

wittebolx wrote on Thu, 01 October 2009 07:35
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!

I believe there are more server owners hosting a TeamSpeak server for there players then there are using ventrilo, although I could be wrong.
Perhaps now the source code is released, you might consider adapting it to work with ventrilo yourself? It probably won't be that hard, especially as you have an example now. I believe you are capable of this. I didn't know if I would be able to do it either until i tried, just give it a go!
As for making it work with other games out-of-the-box on a generic level, that may be a little optimistic, it would need quite some work to do that, I don't think it's possible without actually tailor making it for each game really...