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Subject: Re: proximity speech

Posted by [reborn](#) on Mon, 12 Jul 2010 05:34:47 GMT

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my486CPU wrote on Sun, 11 July 2010 17:50I 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.

It's been done (well, similar to what you're describing) already by BlackIntel using mumble.

<http://forum.blackintel.org/blackintel-servers/mumble-renegade-and-positional-audio/>

Very cool stuff, that largely went un-noticed.

Teamspeak3's 3D audio is pretty shitty, and not really up to what you're describing. Although using vent instead of Mumble might be possible. Dolby's axon is designed for just such a use, just the other day they released some super cool shit in the form of an api for their client:

<https://axon.dolby.com/>

However, what small percentage of players that use TS/Vent are hardly going to use axon for just positional sound.

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