Subject: Re: proximity speech
Posted by Omar007 on Sun, 11 Jul 2010 22:41:59 GMT
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Theoretically it could be possible but it wont be easy to do, I think.

You would need to send the sound to the server and the server would then need to make it play/stream it to the correct team players. (or all if that is what's desired)
You would actually end up with a build-in VoIP system as most games get nowadays.
IMO you could then better just use TeamSpeak.

If you would want it to be a 3D sound it would even be a little more complicated. The server would not only need to receive the sound and play/stream it to the clients but would need to play/stream it from for instance the HEAD bone as a 3D sound.

So theoretically it might be possible to do but you'd need quite some experience with VoIP and you'll need an efficient way to get it to stream real-time instead of from a file.

If i put time in it i might be able to pull something little off (im not sure i can but it's an interesting thing to look into) but i dont think it's worth the time as i have some other unfinished stuff to do and TeamSpeak works good enough atm