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Subject: Re: proximity speech

Posted by [Goztow](#) on Mon, 12 Jul 2010 06:27:45 GMT

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BI did it indeed. It's cool but not very useful, really. During clanwars you just want to hear clearly what people are saying. During normal games, it could be abused if players of the two teams are in the same channel.

That + no community on Ren uses mumble.

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