

# Roger Wilco Product Info

Roger Wilco is a stand-alone application that allows you and your friends to talk to each other while playing multiplayer online games. It works with most existing games such as ID's 3D-shooters, Diablo, and StarCraft, and nearly every game under development. It is an unobtrusive companion technology that lets you *talk* to the other players instead of typing messages to them! You won't need a second soundcard -- just one capable of full-duplex audio and a microphone. There's no need for a dedicated server, and a 28.8K modem gets you in the door. In other words, this is voice technology you can *use*.

When you transmit, the other players tuned to the same channel receive your message... *as you speak*. When other players speak, you hear their transmissions mixed with the game audio. You don't have to fiddle with typing or squint to read incoming messages as rockets streak toward you. This is how it should have been all along.

## Highlights

- hundreds of players can talk to each other while playing multiplayer online games.. without a server, using ordinary 28.8K modems!
- Players' voices are mixed in with game audio in real-time
- Simple to use -- just type in the IP address of the hosting user, and you're connected, just like the games you use it with
- Compatible with almost all DirectSound games including Starcraft, Quake II, Age of Empires, Diablo, Unreal, Jane's F-15 and many many more.
- Compatible with almost all DirectSound-compatible full-duplex sound cards including Sound Blaster 16/32/Live!, Diamond Monster Sound cards, and many more.
- Sound quality is equivalent or better than a CB radio
- It's free! It can be downloaded from [www.rogerwilco.com](http://www.rogerwilco.com) (one megabyte).
- Support for web integration, ICQ integration, and easy game integration (20 minutes, no bull)
- SDK available for licensing to incorporate our features directly into programs under development with a minimum of engineering. Current licensees include Interplay (Baldur's Gate) as well as Dynamix (Tribes & Starseige).

## System Requirements

- Pentium 166 or faster
- 2 MB disk space
- Full-duplex DirectSound-compatible sound card

- Windows 95/98 with DirectX 3 or later, or NT4.0 SP3
- 14.4K modem (28.8K recommended)

## Effect on Game Performance

Roger Wilco causes negligible impact on your computer's ability to depict smooth action with high frame rates. It also causes little perceptible use of your bandwidth. It is designed with the idea that the games come first, and that its job is merely to accentuate them, not draw your enjoyment or attention away from them. Our [user feedback](#) clearly indicates that we've squarely met this design goal.

## Audio Quality

Roger Wilco sounds at least as good as a radio.

People who spend 2 minutes tinkering with their microphones will often sound as clear as when on a telephone. But we model Roger Wilco on those rugged walkie-talkies (actually, they were called handie-talkies -- walkie-talkies were the backpack-carried models) used by WW-II soldiers. This is an app that John Wayne would use.

Roger Wilco pads transmissions with authentic-sounding mike clicks to better enhance the feel of a tactical radio, though you can turn these off if you desire. Many users seem to use Roger Wilco as an internet telephone, drawing upon its unparalleled conferencing capabilities: hundreds of people on a channel with ordinary equipment. But the real fun comes when you use it when playing games. They become much more social, and the teamwork becomes coordinated in a way it never was before.

## Using Roger Wilco

Generally, you start up Roger Wilco and then go launch a game that supports networked multiplayer action. Once in the game, you coordinate with other Roger Wilco users and one person agrees to act as the "host". That person creates a channel on their Roger Wilco, and the others join him on his channel. This is precisely the way many games connect players together. The users can send transmissions either by using a key as their "mike button" (this is push-to-talk mode), or by indicating they want Voice Activated mode, in which case Roger Wilco transmits automatically when they speak into their mike.

Generally, it is much easier to communicate with your friends when you need only speak what's on your mind. Often, this ease of use makes all the difference between communicating effectively and not at all. We have posted some examples of people using Roger Wilco as they play games on our [demo page](#).

## Frequently-Asked Questions

### **Do I need to connect to a special server?**

No.. Just to the computer of another friend whom you want to talk to. This Create/Join connectivity is the same used by many online games.

### **Does it work with my favorite games?**

Almost all Windows games released after DIABLO. Including DIABLO! :)

### **How do I find my friends?**

Join them in the game you want to play by the means you'd normally use. One player creates a Roger Wilco channel and uses the game's typing chat to tell the others where to join him.

**Does it work with my computer?**

Roger Wilco certainly works with your computer. A 166 MHz Pentium or better is advisable.

**My computer is a Mac! You mean it will work with a Mac? I could *kiss* you!**

Oh. A Mac. :) Not as yet, but we are working on a Mac version. Please do not ask when it will be available. When it is, you will find out about it, we promise! It will sound great and be interoperable with the Windows version.

**Does it work with my sound card?**

It may, but it may not. We maintain a list of compatible cards at [www.resounding.com](http://www.resounding.com)

**Does it work with my speakers?**

Yes! What kind of question is that?

**Does it work with my microphone?**

Yes. We recommend a headset mike. Any \$10-\$30 set will generally be great. Roger Wilco's integrated mike test mode makes it easy for users to see how they sound over the radio.

**How good is the sound quality?**

It sounds *just like* the walkie talkies in the war movies. Remember Tom Hanks in Saving Private Ryan? "Dog Beach is open!"

**Does it slow the game down?**

Though Roger Wilco consumes CPU power to compress speech, most users do not find that it slows games down much at all. A Pentium II user will find little effect, when balanced against the enhanced gameplay.

**Does it work with Windows 95/DirectX 5.x?**

Yes. It will work  
with Windows 95  
(DirectX 3 or later)  
Windows 98  
(DirectX 3 or later)  
Windows NT 4.0  
SP3

**Will this work with AOL? Will this work with my LAN?**

Yes. We will work on any computer on a TCP/IP network. The internet is based on TCP/IP, and a LAN can have TCP/IP installed to run on it for free -- it is part of Windows.

**Will this work on a direct modem connection or over IPX?**

No. We regard these as dying modes of connectivity. If you have an IPX network, you almost surely have TCP/IP available as a choice (it can be run on the same network).

**Is this cool or what?**

This is extremely cool. We left good jobs to do this. It has to be cool, or we're not happy.

**Is it push-to-talk or voice activated?**

Roger Wilco works either way -- you can choose. We prefer push-to-talk, as people tend to be less "chatty".

**How many people can be on a channel at once?**

More than is practical -- the limit is 65,535. We use special bandwidth amplification pixies to achieve this. They are a foul-tempered lot who run wild on the net, bumping AOL-surfing grandmothers from their modems to get the bandwidth required to get **your** tactical messages through. Seriously, our networking logic is unique and we've applied for a patent on it.

**How much does Roger Wilco cost?**

It is free and provides unlimited use once you register it (for free).

**I use Roger Wilco with my gaming pals and it works great. How can I help promote Roger Wilco on our webpage?**

Join our ["You'll need this!" button program </products/rw/button.html>](/products/rw/button.html). It provides a simple button and HTML code to paste into your page. We appreciate any help you can lend in telling gamers from different gaming circles about Roger Wilco.

**How long does the free trial version last?**

The trial version has expired, but the released product is free. Although we had earlier indicated a \$24.95 price point for the released version, we decided not to charge for it. We'd still appreciate your support however: get your friends using it, and help us make it popular. We have assembled [some simple ideas </products/rw/helpusout.html>](/products/rw/helpusout.html) how you can help -- none of which cost any money.