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Subject: Re: NightRegulator TSR

Posted by [Kanezor](#) on Thu, 20 Apr 2006 00:50:06 GMT

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It's relatively easy. You have the bot login to TeamSpeak as well, and make sure that the bot is able to get the actual Login (eg, the one they registered with) of the player, not just their Nickname (but obviously not their password). Then, you require everyone else on TeamSpeak to be registered. Then, the player would send a text message to the bot on TeamSpeak telling them their in-game name. The bot would then private message their in-game name with a password, and the bot would then require that password to be sent to it from the same user on TeamSpeak.

The only thing is -- that's a LOT of work, especially if someone is having in-game connection troubles (eg, their game is crashing or RenGuard keeps kicking them or something of that nature).

Another idea (and it would probably be helpful toward nick exploits, too) would to still do the above, but then save the link between the in-game name and the TeamSpeak login. Then, the link will auto-match whenever that name comes back in -- ONLY if the in-game name is also on the same IP as the TeamSpeak login. If the in-game name is NOT on the same IP as the TeamSpeak login, then you could kick the in-game player (be sure to provide a good kick reason, so that if the player is legit, then they will see that their TeamSpeak account was most likely haxxed).

This doesn't account for players that are using two computers -- one for gaming, and the other for TeamSpeak (eg, so they can see who comes in and out of the TeamSpeak while playing the game, as an alternative to a dual-monitor setup). OR, for example, if the player is on the same NAT as the game server, but the TeamSpeak is not (since at that point, the game server would see you connecting from your NAT IP, but the TeamSpeak server would see you connecting from your public IP).

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