Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info Posted by reborn on Tue, 22 Sep 2009 07:50:17 GMT

View Forum Message <> Reply to Message

EvilWhiteDragon wrote on Mon, 21 September 2009 15:45I always enjoy seeing people work on their project, not first bragging about it and in the meanwhile never finishing it. No real need for a lot of fuzz, just make the fuzz when you know you can finish it

Anyway, you're doing a nice job. Hell, if you wanted I'm sure you could make a plugin which would work with TS, ventrilo and even mumble!

I know from Ventrilo that it supports (parts of) the RCON protocol. I'm not to sure about mumble, but at least that is open source

I still wish that you would've joined the BlackIntel coding team years back when we asked you. Oh well, you're doing fine anyway

If there is a real need for a vent or mumble plug-in, I might make one for them too. I know allot of other games seem to use vent, but from my understanding most renegade servers lean towards TeamSpeak. It certainly might be interesting to take a look though!

I'm pretty sure I said back then that I would not be of any benefit to the team, and sadly, the same is still true today...

On some rare occassions people assume I know what I'm doing, and whilst over a few years I have learned quite a bit, I am still far from knowing what I am doing.

I believe I would be more of a hinderance to the team, than actually being any good, constantly asking questions and slowing others down...

This isn't false modesty, it's just a sad truth. I have been privvy to be able to look at some of Seye's code. While I understand it for the most part, I can read it I mean... To write it in the first place is beyond me.

Besides, I think I work better on my own, and at my own pace. I know my own limits, and try to take on projects that I know I will enjoy doing, which gives me a motivation to finish. I can't let anyone down but myself that way, either.

Although, I do very much appreciate the vote of confidence, and the level of trust the offer implies.