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Subject: SSGM Plug-in TeamSpeakRegulator  
Posted by [reborn](#) on Sun, 27 Sep 2009 20:00:54 GMT  
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This plug-in will auto switch players for you in your teamspeak server to the correct channels (if the player uses the same in-game name as they are on teamspeak). Whenever the player spawns, it will correctly move them to the right channel.  
If you password the channel it will ensure not only that players do not have to manually change at map loads, but that the players never have to fear about players from the other team in the channel listening to them talk.

The whole process was a massive learning curve for me, and is only possible because of jnz's TCPsocket class. So a massive thanks is owed to him (as well as his patience with me and my initial poor string knowledge).

Make sure you take the time to go through the tsr.ini file and configure it properly.  
Also, do not go deleting TeamSpeak channels, or creating them after the plug-in is loaded.

Quote:

This is a plug-in designed to work with SSGM2.02 for cnc\_renegade.  
It was written by reborn from MP-Gaming.COM (fm\_reborn@hotmail.com).

This is a release candidate version and probably has some bugs in it, with feedback I will fix bugs found.  
The source code will follow when bugs from this version have been ironed out. and a proper release can be made.

This plug-in is based on a system that was initially started by Blazer from renegade forums.  
However, the project was never actually released, despite the immense support it received.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.  
You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

```
[Plugins]
```

```
01=tsr
```

You'll also need to add tsr.ini supplied to your SERVERS directory.

This is where you can configure all the settings for the tsr system, like ports and passwords for the TS superadmin login.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

