
Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate
Posted by [R315r4z0r](#) on Mon, 28 Sep 2009 04:21:47 GMT

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Snap, that's awesome! It's always a pain minimizing the game, switching channels, then maximizing only to find that the game crashed.

Any plans to adapt this to any other team-based games?
