

---

Subject: Re: SSGM Plug-in TeamSpeakRegulator  
Posted by [reborn](#) on Wed, 30 Sep 2009 19:02:30 GMT  
[View Forum Message](#) <> [Reply to Message](#)

---

Source code added.

And before any starts, yes I used `std::string`, and yes I used `std::vector`. But hey, at least there's a release out there now...

If Seye says it's easier then it probably is, but the TS version doesn't seem to of generated much interested though really. There has been no one say they are using it or anything...

I suppose it's just a bit too late.. Back when Blazer was going to do it, it seemed to generate allot of interest, but there was more players back then, and therefore more TS users and active servers.

I don't think I will bother with a vent version.

Besides, I have been thinking for a while of leaving these forums.

---