
Subject: TeamSpeak Regulator FAQ

Posted by [Blazer](#) on Wed, 19 Mar 2003 12:03:36 GMT

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What is TeamSpeak?

* <http://www.teamspeak.org> Teamspeak is a VOIP (Voice over IP) program which allows simultaneous voice communication. It was designed for gamers, and consideration for people behind NAT firewalls. It has selectable voice quality with the most compressed using only 650 bytes per second of bandwidth.

Where can I get the TeamSpeak client?

* <http://www.teamspeak.org/download.php?op=getit&lid=28>

What are the advantages of using TeamSpeak?

* Voice communication. Instead of using a confined set of radio commands, or relying on your typing wizardry, you can simply say "OMG 3 Mammy coming from the right!". Most hardcore clans use some sort of voice comm programs during their clan matches.

Why use Teamspeak and not GameVoice/RogerWilco/BattleComm/Whatever?

* Its up to you...they are all made for the same thing. TeamSpeak supports GameVoice hardware if you have it, and is undergoing active development and improvement.

Okay, now whats this TeamSpeak Regulator?

* TSR is software I am working on, in conjunction with the TeamSpeak developers. It will allow Auto-Teaming.

Auto-Teaming? Please Explain...

* It will work like this. When you join a renegade server and their hosted teamspeak server running TSR. TSR will automatically place you into a LOCKED GDI/Nod chatroom. This means everyone on GDI will be in the same room, and everyone on Nod will be in their room. The channels are passworded so nobody can go in and "spy" on the other team.

How does TSR do this?

* TSR monitors the Renegade server console, and using the usernames and/or IPs from the playerlist, interfaces with the TeamSpeak server and sorts everyone into their proper channels.

What about if someone on GDI leaves the game and comes back as Nod?

* TSR sees all player joins, quits, and team switches, and will re-sort the voice channels accordingly.

How do I know "who is who" in the TeamSpeak channel?

* Players will register their TeamSpeak logins FROM WOL. This will ensure that everyones TS name matches their WOL name, and that nobody can masquerade as someone else. As for knowing who someone is when they talk, if you play more than a couple of games with someone you learn their voice. Besides its WHAT is being said that is most important. If you really must know who is talking you can alt-tab and look at the TS client

What will I, as a player need to take advantage of this?

* Only the TeamSpeak client, and playing on a TSR-enabled Renegade server. Since TSR is currently being developed by me, there are none as of yet, but hopefully soon there will be

What will I as a server-owner need to setup this environment?

* You will need the TeamSpeak server, which runs on windows or unix (Note that the version with the options that makes my autoteaming possible is not available yet), and TSR. TSR is currently written in PERL and runs on unix platforms.

Will there be a Windows version of TSR?

* Yes. I will either port TSR to a Win32 console application, or hopefully and even better, I can work with Dante to integrate TSR into BlazeRegulator. :bigups:

TSR currently makes 2 static and 1 dynamic connections. It logs into IRC and WOL, and on demand connects to the TeamSpeak server to execute commands (like adding users, etc). Players from WOL page the TSRBot with a command to register their username with the TeamSpeak server, and TSR interfaces with the TS server to add their account, while reporting the activity to IRC (for administrator/moderator purposes). (see lame diagram below)

Feel free to post any questions or comments.
