Lots of people are asking what this "TSR" is that I am working on. Similar to BR, I had an idea and vision of the way "things should be" in regards to integrating TeamSpeak with Renegade, but just like Renegade, the server did not support the commands or procedures necessary to make it happen.

Fortunately, the TeamSpeak developers are wonderful folks who actually listen to feature requests. I submitted requests to add a feature to allow the server to force teamspeak players into a password-protected channel, and commands for listing players and what channels they were in. They have currently added the features I asked for in the latest development build, and TSR is now possible!

What is TSR?
TSR is a server-side application that monitors both the Renegade FDS logfile and TeamSpeak server logfile. TSR has code which allows it to interface with the Teamspeak server (and FDS) to execute commands on said servers. TSR also has an option to place a "Bot" on IRC for administrative monitoring and control.

What benefit is TSR to players? What does it do?
TSR's main function is to automatically sort players logged into the Teamspeak server into their respective GDI and Nod voice channels. If a player switches teams, or is remixed at the end of a map, TSR will automatically move them into the proper channel. TSR will optionally broadcast to the FDS (on command or timed interval) the number of/which players using voice communication.

How does it work?
TSR, using the same code and method as BR, keeps in memory the Renegade FDS player names, IPs, & teams. It also keeps a list of the names, IPs, & channels of the people logged into teamspeak. Anytime the following happens:
1. Player joins Renegade
2. Player joins Teamspeak
3. Team Switch
4. Team Remix
TSR compares the TS login data with the FDS login data. It then places them into the proper channel (GDI or Nod).

What about people pretending to be someone else, like registering the TS name "Tankcmdr6" etc?
To thwart this the TS server is setup to ONLY ALLOW REGISTERED LOGINS. This means if you do not allready have an account, you cannot connect to the Teamspeak server. To create an account players will page the FDS host with "tspass <password". TSR will then create an account for them using their WOL name and password specified. This will ensure that everyones TS name matches their WOL name, and nobody can masquerade as someone else. This is also required to handle situations where multiple people play/login from the same IP (like Crimson and I) ... with the IPs being the same, the only way to tell "who is who" is if their TS name matches their WOL name.

Won't TeamSpeak slow down my server or negatively impact bandwidth?
TeamSpeak uses ZERO bandwidth when nobody is talking. Even with the high quality codecs, it uses very little. You of course have the option to use the lower quality codecs like CELP 5.1 which are but a drop in the bucket even at full utilization.

I don't want a bunch of people connected to my server chit-chatting about who knows what.
The default setup for TSR is for the server to be game-only. In other words, if you are not in the game, you cannot be in the server. I will have other options such as a grace period, where when people join they have 1-3 mins to login to the FDS or be booted. This will ensure the server is used for game-chat only. If you WANT to have a social channel that is except from the nazi rules , I can add options for that too, let me know.

What the heck is "PERL" anyway, why not make it a cool GUI prog?
Being a "Unix Guy", PERL is my native language I have zero experience coding in Visual Basic or Visual C++, which is why I enlisted Dantes help in the creation of BR. I know how to program and can flowchart pseudocode, but I do not have knowledge of the syntax or experience to make a VB application. PERL is powerful in dealing with any kind of text manipulation, which is exactly the bulk of BR/TSR's processing. I'm making every effort to make TSR work under windows, in fact I am developing it in a win32 environment, and so far its working great, using only 4M of memory and no discernable CPU usage. Beta testing on larger servers will provide more data for realworld statistics.

 What about abusive people (playing music, static, swearing etc)?
TSR can have moderators, who via IRC or in-game (/page server command) will have the power to devoice, kick, or ban people depending on their moderator access level. Although voice communication software has been around for quite some time, apparently many people are not acustomed to using it, and often mistakenly use "voice activated" mode (always use PUSH-TO-TALK mode!), with the threshold set too sensitive, and you get a lot of "darth vaders". I am going to submit another feature request to enforce push-to-talk mode, but I don't know if they will be receptive to it or not.

Any other questions, just post them here.

-Blazer

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Try_lee on Fri, 30 May 2003 12:17:54 GMT
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Blazer, I think many will agree me when I say YOU DA MAN!

YAAAAAAAAAAAAAAAAAAAAAAAAAAY!

Subject: TSR [TeamSpeak Regulator] FAQ/Info

Posted by Blazer on Fri, 30 May 2003 22:26:11 GMT
View Forum Message <> Reply to Message

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Majiin Vegeta on Sat, 31 May 2003 01:13:20 GMT
View Forum Message <> Reply to Message

great man this sounds great...

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by forsaken on Sat, 31 May 2003 02:25:14 GMT
View Forum Message <> Reply to Message

Yeah this will be quite interesting. What is this programs ETA? Like so we will have to update our TS with this new stuff for TSR to work right?

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Sat, 31 May 2003 02:52:18 GMT
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forsakenYeah this will be quite interesting. What is this programs ETA? Like so we will have to update our TS with this new stuff for TSR to work right?

Pretty much the only thing you will have to do to TS itself is set it up so that only registered users can connect. Once I'm done with most of the coding and beta testing, I will put together as user-friendly an install package as I can, including screenshots and whatnot.

As for the ETA, I would say that TSR is 80% complete. Right now it parses the renegade and teamspeak logfiles, responds to certain pages from WOL, and the IRC interface is working. Next on my ToDo list is:

1. Defining and coding some administrative IRC commands with formatted output. Right now from IRC I basically have full control over the TS interface...anyone who has +v in the channel does...not good

2. Administrator/Moderator recognition. I don't like the setup of having a +m channel and anyone who can talk can control the bot, so I intend to have it recognize user@host masks and maybe an additional password login as well.

3. Selective formatting of the teamspeak server log. Right now it shows everything, like when people connect or disconnect it has their IP address etc. I will make it so that users IPs are not displayed in the IRC channel...or, if the IRC channel is ONLY for admins/mods, perhaps it should?

We will work all this out as the code matures

4. Adding code so that moderators can control TS from within renegade. This will be relatively easy since I have access to the renengade logfile. I'm thinking people can type or page the server with "!ts<command> ", such as "!tskick Blazer playing music".

5. More more more...there is always more

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Aurora on Sat, 31 May 2003 03:25:12 GMT
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This are w00ty.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Sun, 01 Jun 2003 15:57:03 GMT
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Okay I have been up all night coding, and TSR is now 90% complete. All of its functionality is working. When someone joins TS, they are restricted to the default channel. If they join the Renegade server, they are automagically moved to the proper Nod or GDI channel. If they switch teams, they are moved to the other team channel. If they quit, they are moved back to the default channel.

So now basically I have to clean up the code and add features. So far I have added code such that when players join the server TSR announces that they are using Voice Comm. Also if players type !ts, TSR reports how many/which players are using Voice Comm.

I'm really excited about TSR, and so no reason why I cannot adapt it for other games like BF1942, UT2K3, etc. Pretty much any game where the server has some external (logfile, telnet interface, web) method of getting a playerlist can be adapted.

TSR LIVES!

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 26 Jun 2003 22:11:28 GMT
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Did this ever get released?
And is it hard to set this up for other games without your help?

Subject: TSR [TeamSpeak Regulator] FAQ/Info

Posted by DarkDemin on Fri, 27 Jun 2003 00:41:25 GMT
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Blazer im with you all the way, one of my favorite parts of HL: Day Of Defeat is the voice program. Although I have found a way to adapt the program "voice tweak" to renegade it would be impossible to destribute it to everyone in the renegade community and i would probably break a couple copy right laws also.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Gus on Fri, 27 Jun 2003 02:51:05 GMT
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That's why I can't stop playing Renegade!

The less money involved the better, the more passion involved the closer to perfection.

Go ahead Blazer! And, thank you everyone who make this game better. Special thanks to Crimsson, ACK, Dante, Lefty and others. I'm proud of being part of this community, even being just aa a player.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Sat, 28 Jun 2003 17:16:13 GMT
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This topic was made a month ago so i just would like to know what the progres is...

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by gendres on Sat, 28 Jun 2003 17:59:41 GMT
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yeah me too...

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Crimson on Sat, 28 Jun 2003 19:01:32 GMT
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I think he's got it more or less working. It needs more testers. But I'm sure he'll give you a better update when he wakes up

---

Subject: TSR [TeamSpeak Regulator] FAQ/Info

Posted by Demolition man on Sun, 29 Jun 2003 21:07:30 GMT
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mmm at least i know what blazer has learned from crimson.... Sleeping for a looooong time.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Crimson on Mon, 30 Jun 2003 05:25:38 GMT
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LOL!!! Yeah

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Madtone on Mon, 30 Jun 2003 05:39:35 GMT
View Forum Message <> Reply to Message

Demolition manmmm at least i know what blazer has learned from crimson.... Sleeping for a
looooong time.   Hey, its preety damn hard to master such a technique, it requires skill, patience
and complete laziness

I try my best, im still trying to break the 15 hour barrier, hehe

---

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Wed, 02 Jul 2003 13:06:11 GMT
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Blazer wake up =o

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Alkaline on Tue, 29 Mar 2005 07:02:50 GMT
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Well what if you use a differnt server for a teamspeak server and a differnt server for a renegade
server?

I have 3 servers, 2 are renegade only, the other one is for IRC/Teamspeak.
IF I understand correctly, I would have to run 2 seperate teamspeaks for each of the renegade
servers for this to work? Or can be networked somehow? :stern:

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Majiin Vegeta on Tue, 29 Mar 2005 11:46:28 GMT

....

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Tue, 29 Mar 2005 12:45:23 GMT

i think this never got done?

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by JPNOD on Tue, 29 Mar 2005 16:58:25 GMT

This sounds nice, i read it in the mod on servers. But never new he was actualy busy with it.. at least was seeing at it was 2003

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Vitaminous on Tue, 29 Mar 2005 17:09:13 GMT

Demolition mani think this never got done?

No shit.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Tue, 29 Mar 2005 18:37:20 GMT

HEH...yeah TSR has been on the backburner for awhile now. I do still plan on doing it, and have probably 50% of the code already done. Keep reminding me

---

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by IRON FART on Tue, 29 Mar 2005 23:20:39 GMT

I'm reminding you.

Subject: TSR [TeamSpeak Regulator] FAQ/Info

Posted by Majiin Vegeta on Wed, 30 Mar 2005 02:51:21 GMT
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BlazerHEH...yeah TSR has been on the backburner for awhile now. I do still plan on doing it, and have probably 50% of the code already done. Keep reminding me

this bump from the past is a nice reminder xD

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Wed, 18 May 2005 01:14:12 GMT
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I'm just learning about this now? This will be nifty.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Creed3020 on Wed, 18 May 2005 02:59:55 GMT
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Who deleted Demoman's post....

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by z310 on Wed, 18 May 2005 04:27:16 GMT
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Sounds Great!

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Bonechiller on Wed, 18 May 2005 04:39:40 GMT
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Sounds good to me.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Whitedragon on Wed, 18 May 2005 13:37:38 GMT
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Before you all get excited you may want to look at the date of the original post.

Subject: TSR [TeamSpeak Regulator] FAQ/Info

Posted by Blazer on Wed, 18 May 2005 21:54:15 GMT
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That doesn't mean it won't happen. Actually its been 90% complete for over a year, I just need to finish it, but since not many people seem to use teamspeak, I never bothered.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Creed3020 on Thu, 19 May 2005 01:19:39 GMT
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I use TS everyday and run several TS servers.

I know my clan would benefit from this software as it would make our practices and regular AOW games smoother, as a SA wouldn't have to alt-tab to move people to the appropriate team channel.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Kanezor on Thu, 19 May 2005 01:23:04 GMT
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Creed3020I use TS everyday ...

I know my clan would benefit from this software as it would make our practices and regular AOW games smoother, as a SA wouldn't have to alt-tab to move people to the appropriate team channel.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Thu, 19 May 2005 01:26:28 GMT
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KanezorCreed3020I use TS everyday ...

I know my clan would benefit from this software as it would make our practices and regular AOW games smoother, as a SA wouldn't have to alt-tab to move people to the appropriate team channel.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by ViolentOrgy on Thu, 19 May 2005 01:52:55 GMT
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cmatt42KanezorCreed3020I use TS everyday ...

I know my clan would benefit from this software as it would make our practices and regular AOW games smoother, as a SA wouldn't have to alt-tab to move people to the appropriate team channel.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Thu, 19 May 2005 06:38:17 GMT
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I'd use TS if this came out...

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 19 May 2005 09:06:01 GMT
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BlazerThat doesn't mean it won't happen. Actually its been 90% complete for over a year, I just need to finish it, but since not many people seem to use teamspeak, I never bothered.Thats b/c not many people play renegone... but how do you know who uses TS and who not?

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Kanezor on Thu, 19 May 2005 09:21:08 GMT
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He has a bot on IRC, probably the prerelease version of TSR, which shows him who connects and disconnects from the n00bstories TeamSpeak server. Plus, he's connects to TeamSpeak himself and can see from there.

Maybe a poll should be generated to see who would find it useful, if there's any doubt as to the numbers.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by dead6re on Thu, 19 May 2005 09:54:26 GMT
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Whats the name of the commands in TS that you got them to make. Or will i have to read the documentation.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 19 May 2005 12:02:29 GMT
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KanezorHe has a bot on IRC, probably the prerelease version of TSR, which shows him who connects and disconnects from the n00bstories TeamSpeak server. Plus, he's connects to TeamSpeak himself and can see from there.

Maybe a poll should be generated to see who would find it useful, if there's any doubt as to the numbers.so only ppl who use n00bstories (which is prolly full with retards) use TS? Everybody can host there own and this tool can be used for more games. So it would make more ppl happy then the ammount that play renegone.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by WinterFresh on Thu, 19 May 2005 14:10:30 GMT
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Yeah but who wants to listen to Demo speaking on TS? I say you don't finish it for the sake of the well being of the human race.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 19 May 2005 16:38:06 GMT
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You german liked to be the dutch his bitch

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Thu, 19 May 2005 20:37:47 GMT
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Okay okay I will make it a goal to finish it. I might start from scratch and try to make it work for more than one game.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Thu, 19 May 2005 20:39:29 GMT
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W00t

Can't wait!

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Thu, 19 May 2005 20:50:19 GMT
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Before our developers went AWOL, there was talk in BHS to building TSR-like functionality into the FDS...TeamSpeak has an SDK and its possible to build a teamspeak server into the FDS...don't get your hopes up though, I don't see it happening until some time after RG 1.04 and CP2 are released.

Subject: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Mon, 23 May 2005 16:15:29 GMT
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Reminder

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Sat, 04 Jun 2005 02:19:14 GMT
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Another reminder

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Lijitsu on Sat, 04 Jun 2005 07:36:59 GMT
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Alkaline wrote on Tue, 29 March 2005 02:02Well what if you use a differnt server for a teamspeak server and a differnt server for a renegade server?

I have 3 servers, 2 are renegade only, the other one is for IRC/Teamspeak.
IF I understand correctly, I would have to run 2 seperate teamspeaks for each of the renegade servers for this to work? Or can be networked somehow?
HOLY SHIT! TWO YEAR BUMP! YOU ARE A GOD!

I send two of my best Marines to do as you see fit. Oh, and they smoke.

File Attachments
1) terran-marine-large.gif, downloaded 696 times

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Sat, 04 Jun 2005 08:00:17 GMT
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Alkaline wrote on Tue, 29 March 2005 02:02Well what if you use a differnt server for a teamspeak server and a differnt server for a renegade server?

I have 3 servers, 2 are renegade only, the other one is for IRC/Teamspeak.
IF I understand correctly, I would have to run 2 seperate teamspeaks for each of the renegade servers for this to work? Or can be networked somehow?

It will support TS running on a different server than the game server, and/or one TS server for 2 or more game servers.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Lijitsu on Sat, 04 Jun 2005 10:47:42 GMT
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So whats the current E.T.A on it, or have you restarted to make it work for more than one game? ()Woo! Page 3()

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Sat, 11 Jun 2005 09:51:30 GMT
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reminder
Have you done anything for this project since it was brought up again, Blazer?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Sat, 11 Jun 2005 09:58:50 GMT
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Heh thanks for reminder...I will try and get some work done

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by pyroacidk on Wed, 15 Jun 2005 07:52:42 GMT
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reminder
hehe, im glad we arn't waiting on blazer to save the world, he would take too long and kill us all.

Hehe but good work blazer

Thanks

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by theplague on Wed, 15 Jun 2005 11:12:41 GMT
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yet another *reminder*

 very cool, nice work

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Staude on Wed, 15 Jun 2005 18:39:52 GMT
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reminder !11111

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Wed, 15 Jun 2005 22:26:38 GMT
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Three of you don't need to remind on the same damn day.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Lijitsu on Thu, 16 Jun 2005 01:43:15 GMT
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I agree. Thats just spamming, really. Any new progress, Blazer?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by theplague on Thu, 16 Jun 2005 10:18:33 GMT
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lol, then i'll do the reminding...

* [Reminder] *

 marathon reminding comptitions...lol

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by theplague on Tue, 21 Jun 2005 07:37:34 GMT
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Any new progress, Blazer?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Tue, 05 Jul 2005 14:17:53 GMT
View Forum Message <> Reply to Message

Reminder?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by theplague on Sat, 16 Jul 2005 02:24:58 GMT
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:S havn't herd anything in a while....

is he dead ?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Lijitsu on Sat, 16 Jul 2005 05:11:06 GMT
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theplague wrote on Fri, 15 July 2005 22:24:S havn't herd anything in a while....

is he dead ?
No, we would know. Crimson would post it. He probobly just hasnt logged onto the forums in awhile, like i used to.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Dave Mason on Sat, 16 Jul 2005 12:29:05 GMT
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theplague wrote on Sat, 16 July 2005 03:24
is he dead?

Lijitsu wrote on Sat, 16 July 2005 06:11
No, we would know. Crimson would post it.

Oh God.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Crimson on Sat, 16 Jul 2005 21:47:22 GMT
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He's not DEAD... jesus! He's fine!

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Dave Mason on Sun, 17 Jul 2005 12:31:29 GMT
View Forum Message <> Reply to Message

My point was they were both retarded posts. So retarded I was stuck for words.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by theplague on Mon, 18 Jul 2005 10:08:24 GMT
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DJM wrote on Sun, 17 July 2005 08:31My point was they were both retarded posts. So retarded I was stuck for words.

wow.... get a life

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Dave Mason on Mon, 18 Jul 2005 17:33:19 GMT
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Trying to get something of value out of your post is like trying to squeeze orange juice out of an apple.

Would you care to define what you mean by life?

No? Well, you're certainly thoughtless; I just wish that you were keyboard-less, too.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Lijitsu on Mon, 18 Jul 2005 21:21:44 GMT
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He would get that hands-free thing, you know that. They have that now, unfortunately, so its a tad difficult to get rid of them.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info

Posted by [EA-DamageEverything](#) on Sun, 24 Jul 2005 00:00:36 GMT
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Finally a light at the end of the Tunnel! I read the whole topic and I hope that the final version of TSR will be released asap.

This (and the other things) is the reason why I do believe that the Renegade Community is one of the biggest Game Communities who are developing additional programs, maps and such things for their favourite Game...

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by [Blazer](#) on Sun, 24 Jul 2005 00:31:24 GMT
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Heh the biggest problem I am having is that to debug the app I need people playing on the server and logged into TS at the same time (more than just me)

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by [cmatt42](#) on Sun, 24 Jul 2005 03:19:51 GMT
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I could help here and there. N00bstories servers, correct?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by [Blazer](#) on Mon, 25 Jul 2005 08:37:12 GMT
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Yep.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by [theplague](#) on Sun, 31 Jul 2005 08:41:56 GMT
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 i'll just ignore the eeeemu boy...

um, ok, same TS name and WOL name right?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by [RTsa](#) on Sun, 14 Aug 2005 19:45:27 GMT
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bumpz0r

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 18 Aug 2005 17:02:21 GMT
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http://www.teamspeakoverlay.com/

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Thu, 18 Aug 2005 20:34:32 GMT
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You give a link to us about something, and yet don't bother to explain it. I don't get it.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 18 Aug 2005 21:09:18 GMT
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you don't get why i post it or what it does?
I post b/c i can and click the link to understand what it does.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Thu, 18 Aug 2005 21:22:31 GMT
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Er, no, I mean why did you post it without explaining why?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Thu, 18 Aug 2005 22:09:10 GMT
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b/c it relates to the topic

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Fri, 19 Aug 2005 00:52:51 GMT
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Teamspeak Overlay is pretty cool...its a directx overlay that shows who all is logged into the teamspeak server, who is talking, etc.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Sun, 21 Aug 2005 00:35:28 GMT
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Demolition man wrote on Thu, 18 August 2005 17:09b/c it relates to the topic

Well, you could have done something like this:
"Speaking of TeamSpeak, here is a nifty tool for TeamSpeak which allows you to blah blah blah (link here)."

:\

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Demolition man on Sun, 21 Aug 2005 10:08:18 GMT
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but i was to lazy and by clicking it you could see what it was.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by EA-DamageEverything on Wed, 07 Sep 2005 00:40:30 GMT
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TS Overlay is a handy additional thing to TS....

would be great to use TSR and TSO together.

Can TSR also be used without BR (only FDS and TSR on 1 machine)???

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Sun, 11 Sep 2005 14:08:58 GMT
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Uber reminder hax!

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by EA-DamageEverything on Thu, 22 Sep 2005 21:43:16 GMT
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Helo? Some1 out there in the Universe?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Sat, 01 Oct 2005 16:07:38 GMT
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bump again

It would be cool to have TS, TSO and TSR

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Mon, 07 Nov 2005 19:43:24 GMT
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bumpety bump -reminder- again

I know you're busy with stuff like the new radio commands, but just decided to remind you again

---

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Sat, 24 Dec 2005 15:38:26 GMT
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need more people to do the reminders

I almost forgot myself here

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by AmunRa on Sat, 24 Dec 2005 16:51:11 GMT
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me and a friend might do this for him if he don't, in which case it may be a month or two

---

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cmatt42 on Sat, 24 Dec 2005 16:55:42 GMT
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From what I've heard, he's pretty much completed it.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Mon, 13 Feb 2006 18:53:00 GMT
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bumpz0r!

I really would like to hear something from this!

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Sat, 18 Feb 2006 19:39:28 GMT
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AmunRa wrote on Sat, 24 December 2005 18:51me and a friend might do this for him if he don't,
in which case it may be a month or two
I'm guessing this would be a good idea..if you're still up for it!

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by AmunRa on Sat, 18 Feb 2006 20:11:45 GMT
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could be longer now sadly

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by AmunRa on Thu, 23 Feb 2006 09:22:13 GMT
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if I do make it, it will most likely be another plugin for NightRegulator

---

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Thu, 23 Feb 2006 11:14:42 GMT
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I havn't forgotten

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Jaspah on Thu, 23 Feb 2006 15:43:59 GMT
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Hey Blazer, what about Ventrilo?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by RTsa on Thu, 23 Feb 2006 18:56:22 GMT
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Blazer wrote on Thu, 23 February 2006 13:14I havn't forgotten
Well I'm here to make sure you don't

But are you planning on doing something for this?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Kanezor on Thu, 23 Feb 2006 22:12:47 GMT
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Jaspah wrote on Thu, 23 February 2006 09:43Hey Blazer, what about Ventrilo?
Ventrilo sucks.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Kytten9 on Fri, 24 Feb 2006 01:14:31 GMT
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Kanezor wrote on Thu, 23 February 2006 17:12Jaspah wrote on Thu, 23 February 2006 09:43Hey
Blazer, what about Ventrilo?
Ventrilo sucks.

Here Here! I'll second that!

Blazer0xI havn't forgotten

   hmmm is all i'll say

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Aprime on Fri, 24 Feb 2006 01:53:34 GMT
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Kanezor wrote on Thu, 23 February 2006 17:12Jaspah wrote on Thu, 23 February 2006 09:43Hey
Blazer, what about Ventrilo?
Ventrilo sucks.

Why? Is it because Teamspeak makes you sound older than you actually are?

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by AmunRa on Fri, 24 Feb 2006 11:01:04 GMT
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I'm still gonna do it

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Blazer on Fri, 21 Apr 2006 00:58:08 GMT
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Okay, while I am waiting for jonwil to implement another FDS patch that I need to get XWISP working properly, I am working on TSR again. Looking at my old code made me sick, so I am ripping out most of it and starting over. I should be in testing mode this weekend.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Thu, 03 Sep 2009 11:45:54 GMT
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Blazer wrote on Tue, 29 March 2005 13:37 Keep reminding me

Reminding you!

No seriously... Was just wondering if you had any source still? I have around a months worth of work to do on various projects, but will most likely be creating this as a SSGM plug-in that interacts with the teamspeak server software to do this. I'm kinda guessing you got at least somewhere with it, as I hear that NS has something kinda like this?

Loving the 13:37 time of the post by the way!

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by luv2pb on Thu, 03 Sep 2009 18:22:13 GMT
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reborn wrote on Thu, 03 September 2009 06:45Blazer wrote on Tue, 29 March 2005 13:37 Keep reminding me

Reminding you!

No seriously... Was just wondering if you had any source still? I have around a months worth of work to do on various projects, but will most likely be creating this as a SSGM plug-in that interacts with the teamspeak server software to do this. I'm kinda guessing you got at least somewhere with it, as I hear that NS has something kinda like this?

Loving the 13:37 time of the post by the way!
3+ year bump ftw

you, sir, are pro

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by CarrierII on Thu, 03 Sep 2009 21:11:40 GMT
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The three year bump is clearly deliberate, given as Reborn is a subforum moderator, he knows when to bump a thread. At any rate, I've nothing against the bump.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Crimson on Fri, 04 Sep 2009 02:44:18 GMT
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I coded my own version to do TeamSpeak team switching. It's not in any sort of share-able format though.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by luv2pb on Fri, 04 Sep 2009 05:11:50 GMT
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CarrierII wrote on Thu, 03 September 2009 16:11The three year bump is clearly deliberate, given as Reborn is a subforum moderator, he knows when to bump a thread. At any rate, I've nothing against the bump.

Clearly it was deliberate. I was giving the man props for an impressive bump!

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by EvilWhiteDragon on Sun, 06 Sep 2009 18:34:28 GMT
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reborn wrote on Thu, 03 September 2009 13:45Blazer wrote on Tue, 29 March 2005 13:37 Keep reminding me

Reminding you!

No seriously... Was just wondering if you had any source still? I have around a months worth of work to do on various projects, but will most likely be creating this as a SSGM plug-in that interacts with the teamspeak server software to do this. I'm kinda guessing you got at least somewhere with it, as I hear that NS has something kinda like this?

Loving the 13:37 time of the post by the way!
Reborn, you should ask StealthEye, he worked on a TSreg for a while, but for some reason it never got finished AFAIK. At least, not as in a releasable state.
Perhaps you can finish it.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by dr3w2 on Sun, 06 Sep 2009 19:40:12 GMT
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reborn not sure if you've taken too much of a look @ teamspeak but you can telnet to it. I believe this is how we control it. I could be wrong ...

For the telnet commands and responses check out :

http://search.cpan.org/~maletin/Teamspeak-0.3/lib/Teamspeak/Telnet.pod

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Sun, 06 Sep 2009 20:38:40 GMT
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Ah, brilliant, thanks Andrew!

I'll be sure to speak to Seye too, thanks EWD.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by wizlawz on Sun, 13 Sep 2009 22:48:12 GMT
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ok so let me get this correctly: i log into TS then into the game and i am automatically set into whatever team im put in?

the TS server i have atm is ts.wurm.co.uk is this one the correct one? if not plz pm me with answers to these questions plz.

thank you for your moment in time.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Goztow on Mon, 14 Sep 2009 06:53:30 GMT
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Some servers have this feature, on their TS server.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Mon, 14 Sep 2009 07:19:01 GMT
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wizlawz wrote on Sun, 13 September 2009 18:48ok so let me get this correctly: i log into TS then

into the game and i am automatically set into whatever team im put in?

the TS server i have atm is ts.wurm.co.uk is this one the correct one? if not plz pm me with answers to these questions plz.

thank you for your moment in time.

The software that teamspeak server owners need to use to make this work has not been publically released. There are a few existing Teamspeak servers that do actually work like this already due to the server owners own hard work, however it is not common. From the sound of it, I would suggest trying ts.black-intel.net and ts.n00bstories.com.

When I have wrapped up some existing projects, I will work on a public release version of this, so that all server owners may offer this to there players.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by cAmpa on Mon, 14 Sep 2009 19:27:45 GMT
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Damn easy to create a teamspeak manager...

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Thu, 17 Sep 2009 18:57:44 GMT
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Indeed, it does not seem too difficult at first glance. I have many other things to be getting on with, but I had a quick look today (telnet seems the way forward, thank you Andrew)...

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Thu, 17 Sep 2009 19:39:49 GMT
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Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by Creed3020 on Mon, 21 Sep 2009 14:13:18 GMT
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I'm really looking forward to this release reborn, I appreciate the work going into this one

---

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Mon, 21 Sep 2009 19:02:17 GMT

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Creed3020 wrote on Mon, 21 September 2009 10:13I'm really looking forward to this release reborn, I appreciate the work going into this one

No worries. I'm really enjoying it to be honest. It's not super hard to make (especially seeing as I am using jnz's TCPsockect class he released. That guy never fails to deliver!
I've learned quite allot about string along the way too, it's been kinda fun making it so far...
It's also been a nice motivation knowing that I remember this thread being posted originally (and the various other threads that was created about it too), and I remember thinking to myself "Wow, this dude must know what he's doing..! Not only is he modding renegade, but he's got two programs that are un-related to talk to to eachother!". I actually remember thinking that I wish I knew how to do that stuff. I was sitting there, having played around with level edit thinking, shit man... I could never do that.

Ofcourse, I am not trying to make out like this is something super hard, because now I have some small grasp of programming, I realise that's it's a pretty small task in reality. I just remember at the time, I thought it was a big deal.

Writing it now, and seeing it working in-front of me is something of a small personal triumph.

It's going well too, the ini file for configuration is growing...

Quote:
;tsr.dll config file
;Most options have a brief description of how to configure them.
;Most other plug-in's settings load on the level_load event, meaning each map the settings are reloaded.
;Due to the nature of this plug-in, I have moved the settings load function to the primary load of the plug-in.
;This means settings are loaded once, and they are loaded before the very first map has even started.
;The only down side to this is that you cannot change the settings of this plug-in without a server restart.

; A big thanks has to go out to jnz for the release of his TCPsocket class on http://www.dcomproductions.com/
; As always, he's been a massive help, mentor and above all else, a friend.

[General]
;Most server owners will have there TS server on the same Server PC as there FDS. However, this option allows you to
;run the TS server on another server, and still have the FDS remotely administrate it. Pretty cool, huh?!
;Default IP below is 127.0.0.1, which is the loop back address. If your TS server is on the same PC as the FDS, leave this as it is.
TeamSpeakServerIP=127.0.0.1

;This is the "TCPQueryPort" defined in the teamspeak server server.ini file located in the prgrams directory of Teamspeak.
;This is NOT to be confused with the UDP port that the TeamSpeak server uses.
TeamSpeakTCPport=51234

;This is the password for the Teamspeak SuperAdmin account. This is the account that will be used to administrate the TS server.
;You can find this password if you do not know it in your server.log file when you installed your TS server.
SApassword=46ku5p

;UDP port of the server
TeamSpeakUDPport=8767

;This setting if turned on will send message in-game (if there are any players that is) is explaining a little about the plug-in
;You may find after a while that this can be turned off, but it will help keep questions down in the beginning.
EnableExplanationMessages=true

;This string is what is used in the messages that are sent in-game explaining that the TSR plug-in is on your server
;You obviously need to change this setting to your own teamspeak server address (or IP if you're lame).
TeamSpeakAddress=TS.MP-Gaming.COM

;The names below should be the EXACT name of the channel in TeamSpeak you wish to use for the two teams.
;You can call them whatever you wish, but make sure the name of the channel in TeamSpeak is copied here perfectly!
;This is for the channel that will contain players of team type 1. Team 1 is GDI. In the case of renalert, this would be Allies. The "good guys".
ChannelName1=GDI

;This is the channel that should contain all the players of team type 0. 0 is Nod, or Soviets for renalert.
ChannelName2=Nod

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by EvilWhiteDragon on Mon, 21 Sep 2009 19:45:55 GMT
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I 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

---

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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.

reborn wrote on Tue, 22 September 2009 09:50EvilWhiteDragon 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

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

Hmm, personally I have a feeling that you underestimate yourself. Anyway, what we need the most as BI right now is our IRC stuff finished, which according to seye isn't particularly difficult in it self, just takes a lot of his rare free time which he prefers to use for TT. If you're interested in picking it up, you'd be more than welcome.
Also, from what I heard from Seye, he isn't really bothered when you ask something. This because 2 reasons, one is that you generally think before you ask and two is that you are a nice person which enjoys working hard for little to no personal gain.

Oh and on the mumble/ventrilo, we're currently using both . We're planning on switching to mumble completely when our ventrilo contract ends.

Subject: Re: TSR [TeamSpeak Regulator] FAQ/Info
Posted by reborn on Fri, 25 Sep 2009 18:59:41 GMT
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Seye's a good guy. We never seem to be on at the same time as eachother, but whenever we and I could do with a little help, he doesn't seem to mind oblidging.
I am big time IRC newbie, you can ask anyone that. Im probably the last person you want touching that, lol

Back on the project side of things, here is a movie of it working in my Dev environment.

http://game-maps.net/staff/reborn/TSR.mp4