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 wizardy, 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.

Subject: TeamSpeak Regulator FAQ
Posted by npsmith82 on Wed, 19 Mar 2003 12:42:11 GMT
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/me likes the "lame diagram". LoL

Subject: TeamSpeak Regulator FAQ
Posted by Sk8rRIMuk on Wed, 19 Mar 2003 13:04:28 GMT
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npsmith82/me likes the "lame diagram". LoL

me 2

Sounds really good just what teamwork really needed...

Good work .

-Sk8rRIMuk

Subject: TeamSpeak Regulator FAQ

Posted by Xtrm2Matt on Wed, 19 Mar 2003 16:11:46 GMT
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I must admit, this sounds cool

Subject: TeamSpeak Regulator FAQ
Posted by Homey on Thu, 20 Mar 2003 01:14:04 GMT
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Excellent idea!
Now the only concern i have is abuse of language and racism and such.
If you have a mod they should be able to ban them from Teamspeak for 24-48 hours or
something. But maybe we will actually see some teamwork in big games now. I host my clans
teamspeak most of the time and its an excellent program.

Subject: TeamSpeak Regulator FAQ
Posted by Creed3020 on Thu, 20 Mar 2003 04:01:16 GMT
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Wicked. I have got to talk to K9 about this. Great work Blazer, is Dante in on this too?

Subject: TeamSpeak Regulator FAQ
Posted by Doitle on Thu, 20 Mar 2003 04:05:24 GMT
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Sounds really cool... Now I just need to get BR.net working. Dante... The game is afoot.

Subject: TeamSpeak Regulator FAQ
Posted by Blazer on Fri, 21 Mar 2003 06:37:11 GMT
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HomeyExcellent idea!
Now the only concern i have is abuse of language and racism and such.
If you have a mod they should be able to ban them from Teamspeak for 24-48 hours or
something. But maybe we will actually see some teamwork in big games now. I host my clans
teamspeak most of the time and its an excellent program.

Per my request, the teamspeak developers are adding ability to kick and ban people from the
server via a telnet connection, so it will be easy to add ability into BR for mods to kick/ban abusive
people from the teamspeak channel...something like '!tskick joeblow cursing at people'.

Subject: TeamSpeak Regulator FAQ
Posted by Blazer on Fri, 21 Mar 2003 06:40:48 GMT
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Creed3020Wicked. I have got to talk to K9 about this. Great work Blazer, is Dante in on this too?

I'm doing the communicating with the TS developers, and making the first working version in PERL. Dante has indicated that he will add add this functionality into BR. Once I get everything working smoothly, I plan on sharing my code with him, and it will be his decision to either build it into BR, or make a standalone TSR for windows, or maybe even both.

If I wasn't such a Unix weenie, I would learn VB and do it myself, heaven knows Dante has enough on his plate allready. However I don't think I would ever make use of any VB programming knowledge, so I will stick with PERL for now

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Subject: TeamSpeak Regulator FAQ
Posted by Aurora on Fri, 21 Mar 2003 07:04:58 GMT
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I cant wait.

<-- is on TS right now

Subject: TeamSpeak Regulator FAQ
Posted by faze on Sat, 22 Mar 2003 05:15:36 GMT
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lol... they were already working on this functionality. Working with the TS Devs which you so strongly emphasize is pretty funny tho. I mean, not everyone can file a feature request.

Either way, good stuff. Just stop acting like a weanie.

Subject: TeamSpeak Regulator FAQ
Posted by Blazer on Sat, 22 Mar 2003 07:51:12 GMT
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fazelol... they were already working on this functionality. Working with the TS Devs which you so strongly emphasize is pretty funny tho. I mean, not everyone can file a feature request.

Either way, good stuff. Just stop acting like a weanie.

1. They were not allready working on or adding this feature.
2. They are now adding several features which will make this possible it PER MY REQUEST.

---

3. I am in personal, private contact with the developers outside of the the feature request database.

I've written nearing a thousand lines of code for something FOR THE COMMUNITY, and people like you will be the benefactors of it. I fail to see why you have to come into this thread and act like a cock.

I'm not doing this for any fame or whatever the fuck you are implying. It's something that I myself as a player would find useful, so I'm doing my best to make it possible.

I'm sorry that apparently you felt like I was trying to sound all important or something, when all Im doing is working to give something to the community. Fortunately nobody else shares your apparently slanted point of view.

Subject: TeamSpeak Regulator FAQ
Posted by faze on Mon, 24 Mar 2003 16:24:52 GMT
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hahaha... stop being so sensitive. You've got a bit of an ego here about your silly script (1000 lines!! wow!) and should be taken down a notch. Ralf and Neils are good guys and know what they're doing. The features you requested and then some were already in discussion before you started using TS. If you've helped to get them focused on it, good for you and the rest of us.

Either way, I like what you and Dante are doing on BLAZE Regulator. Your acting like a self-grandizing weenie doesn't make you a bad person, just a bit silly. At least get a sense of humor about it.

Subject: TeamSpeak Regulator FAQ
Posted by England on Mon, 24 Mar 2003 16:30:10 GMT
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Nice idea, and i still love the way you make things happen.

As for faze, grow up man, why be a prick, Blazer = r0x You = 12

Subject: TeamSpeak Regulator FAQ
Posted by Blazer on Mon, 24 Mar 2003 16:40:08 GMT
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fazehahaha... stop being so sensitive. You've got a bit of an ego here about your silly script (1000 lines!! wow!) and should be taken down a notch. Ralf and Neils are good guys and know what they're doing. The features you requested and then some were already in discussion before you started using TS. If you've helped to get them focused on it, good for you and the rest of us.

Either way, I like what you and Dante are doing on BLAZE Regulator. Your acting like a self-grandizing weenie doesn't make you a bad person, just a bit silly. At least get a sense of humor about it.

1. If the features I requested were allready in discussion, its odd that they did not tell me that. Since you seem to know so much more than me about what features they are adding and when they decided to, why don't you ask them about it? Otherwise, stop acting like I had nothing to do with it. Before I contacted them I searched the forums and bug/feature database and not a single person has asked for all the features I need to make this work.

2. I don't have an ego about my program. Yes 1000 lines of code is an indicator of hard work I am putting it for people like you to use. It doesn't mean that I am asking for hoopla about it, it's just a fact.

3. Same goes for the "self-grandizing weenie" comment. I truly do not understand where you are coming from. I have told people around me about the project I am working on, and I get lots of questions about it, so I posted this FAQ to answer the questions. Apparently you took it as me tooting my own horn, and it's just not that way. Everything I have ever given to the community has been open source and no strings attached. I'm not looking for recognition, only to make the game (Renegade) better.

If you have a problem with this or me in general, well I'm sorry but I'm going to keep working on what I want to, and you are free to boycott using it if my apparently hidden grandizing agenda really bothers you that much.

Subject: TeamSpeak Regulator FAQ
Posted by faze on Mon, 24 Mar 2003 18:25:29 GMT
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I'll take that as a "no" on getting a sense of humor then.

Subject: TeamSpeak Regulator FAQ
Posted by jestersht on Mon, 31 Mar 2003 02:09:00 GMT
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fazer why dont you lay off, everyone is glad blazer is working on this and are happy about it so give him a fucking break.