

---

Subject: Re: NightRegulator TSR

Posted by [Nightma12](#) on Wed, 19 Apr 2006 16:08:03 GMT

[View Forum Message](#) <> [Reply to Message](#)

---

Quote:Reason this will probably take so long is because it involves doing certain things in vb that im not too good at, such as arrays(hate em). Anyway, I will pretty much leave updates here, and in the future I'm sure I will need some kind of testers, so post here if ya wanna help out!

make a timer that checks the players team via NRcore.dll and if its not equal to the Teamspeak Room then move them to the correct one

also, remember to make it support the Own3d team as well

---