
Subject: Re: NightRegulator TSR
Posted by [Blazer](#) on Thu, 20 Apr 2006 00:26:32 GMT
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The IP thing is a real pain to account for. For example, lets say that at my house, me, Crimson, and Kozar are all playing Renegade.

Crimson = GDI
Kozar = NOD
Blazer = GDI

Sorting the players properly is easy, but if and only if their name matches in some way to their teamspeak name.

Consider if Crimsons teamspeak name is "WebNeener69", and Kozars is "AssKicker01", and my teamspeak login is "Fux0r".

Looking at the teamspeak server, there is NO WAY to tell which of these users match to the renegade players. They all have the same IP address (we are all behind the same router), so how do you sort them?

One solution I came up with was that the only way to register on the teamspeak server, was to /page a bot on XWIS which would then add their username to TeamSpeak, and they had to log in using that name. But, this method doesn't work for GSA players, and the few that use +connect. Any other method of automatically adding users (web page, etc) is open to spoof attacks (I could create a teamspeak nick of "Aircraftkiller" and people would assume that is him).

This is the primary issue that has kept me from releasing TSR.
