
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!
