
Subject: Re: Regular Teamspeak Games
Posted by [reborn](#) on Mon, 01 Feb 2010 06:39:42 GMT
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That would be a TeamSpeak3 plugin rather than an SSGM plugin, but with the SDK I think that would be possible without too much hassle...

I spent a couple of hours this morning making a TS3 regulator (insomnia can be a productive thing):
