
Subject: NightRegulator TSR

Posted by [AmunRa](#) on Tue, 18 Apr 2006 22:52:09 GMT

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I have recently started work on NightRegulator TSR(TeamSpeak Regulator), the thing that blazer failed to make like a million years ago. It will come in the form of a NightRegulator plugin, therefore forcing anyone who wants to use it to use NR seriously anyway, give me a few months to finish it, as I am a major slacker and I'm having other things in life to deal with at the moment.

A short Desc. of what it will do.

Move players from one channel to another(GDI and NOD as specified by the server administrator) based on the users team. So, if someone gets moved or the map ends, it automatically moves you and thats pretty much it.

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!

don't forget the other TS plugin thats still in the works,

<http://www.renegadeforums.com/index.php?t=msg&th=18187&start=0&rid=20012>

I will also be needing some testers for that as well, so post there if ya wanna test for that. That one is about 3/4 of the way done I'd say.

All help will be appreciated, and I hope you all use and enjoy my products

AmunRa

Subject: Re: NightRegulator TSR

Posted by [cmatt42](#) on Tue, 18 Apr 2006 23:04:24 GMT

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Yes, the one he failed to make, the one that was nearly completed?

Whatever. It's your effort.

Subject: Re: NightRegulator TSR

Posted by [Blazer](#) on Wed, 19 Apr 2006 07:03:14 GMT

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It still is nearly completed In fact it works, I just have to make it release worthy, and come up with a better way to handle multiple players from the same IP.

Subject: Re: NightRegulator TSR
Posted by [RTsa](#) on Wed, 19 Apr 2006 08:43:49 GMT
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Doh, work on it a bit then

Anyway, I'd still like to see you finish it. I'll have to remind you on the other thread soon again.

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

Subject: Re: NightRegulator TSR
Posted by [AmunRa](#) on Wed, 19 Apr 2006 17:59:08 GMT
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I'll gladly take the source from you and finish it, I can do some perl

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.

Subject: Re: NightRegulator TSR

Posted by [Kanezor](#) on Thu, 20 Apr 2006 00:50:06 GMT

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It's relatively easy. You have the bot login to TeamSpeak as well, and make sure that the bot is able to get the actual Login (eg, the one they registered with) of the player, not just their Nickname (but obviously not their password). Then, you require everyone else on TeamSpeak to be registered. Then, the player would send a text message to the bot on TeamSpeak telling them their in-game name. The bot would then private message their in-game name with a password, and the bot would then require that password to be sent to it from the same user on TeamSpeak.

The only thing is -- that's a LOT of work, especially if someone is having in-game connection troubles (eg, their game is crashing or RenGuard keeps kicking them or something of that nature).

Another idea (and it would probably be helpful toward nick exploits, too) would to still do the above, but then save the link between the in-game name and the TeamSpeak login. Then, the link will auto-match whenever that name comes back in -- ONLY if the in-game name is also on the same IP as the TeamSpeak login. If the in-game name is NOT on the same IP as the TeamSpeak login, then you could kick the in-game player (be sure to provide a good kick reason, so that if the player is legit, then they will see that their TeamSpeak account was most likely haxxed).

This doesn't account for players that are using two computers -- one for gaming, and the other for TeamSpeak (eg, so they can see who comes in and out of the TeamSpeak while playing the game, as an alternative to a dual-monitor setup). OR, for example, if the player is on the same NAT as the game server, but the TeamSpeak is not (since at that point, the game server would see you connecting from your NAT IP, but the TeamSpeak server would see you connecting from your public IP).

Subject: Re: NightRegulator TSR

Posted by [Blazer](#) on Thu, 20 Apr 2006 01:39:05 GMT

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Another idea I had was that the players would type in F2 chat, something like "!ts createaccount". TSR would then create a teamspeak login with the same name as their in-game name, and private message them with a random password (this would work for both XWIS and GSA players). The player would then use that password to login to TS (and could optionally change it).

Since their TS login name and in-game name would match, there would be no issues sorting players with same IPs.

Potential problems:

1. Exploit attempts. Someone connects to server as "superadmin" and tries to create an account, or using some sort of characters to try and do a command injection attack. All of these can be blocked and parsed out, but you know kiddiez will try it, so a bunch of code will have to be written to stop or detect it.
2. Garbage Accounts. If one person sees someone type "!ts createaccount", everyone in the server will do it, just to see what it does, even if they don't have TS and never plan on running it. To handle this I would timestamp account creations and every day check the timestamps and delete any accounts that have not logged in for 60+ days. There should also be a hard limit on the number of names from a single IP. I'm sure there isn't more than 5 people in a house anywhere all playing from the same NAT connection.
3. Nick stealing. Nothing to prevent someone from connecting to renegade with the nick "Aircraftkiller" (I keep using his nick as an example), and creating a TS account with that name, thus denying the real Ack of his TS account. Things like this would be worked out eventually as the real nick owner complained, but its more time wasted on managing things instead of playing. If kiddiez would just not try to break things or cause problems things would be so much simpler, but you know how it goes...if they can break something they will.

Subject: Re: NightRegulator TSR
Posted by [AmunRa](#) on Thu, 20 Apr 2006 03:18:38 GMT
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in lights of that, I may as well say fuck it and let you finish your thing

Subject: Re: NightRegulator TSR
Posted by [rm5248](#) on Thu, 20 Apr 2006 19:24:41 GMT
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What if you just implemented TSR with Renguard? RG can tell what server you're on if it's RG, and that server can tell what team you're on, right? That way, you'll be logged into RG and TS at the same time, and automatically change to a different TS server & team depending on what team you're on in the game. RG could have an option to start TS up when you start Renegade.

Subject: Re: NightRegulator TSR
Posted by [Blazer](#) on Thu, 20 Apr 2006 20:29:06 GMT
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RenGuard won't help to tell what multiple users are coming from the same IP with random nicknames.
