
Subject: SSGM Plug-in TeamSpeakRegulator
Posted by [reborn](#) on Sun, 27 Sep 2009 20:00:54 GMT
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This plug-in will auto switch players for you in your teamspeak server to the correct channels (if the player uses the same in-game name as they are on teamspeak). Whenever the player spawns, it will correctly move them to the right channel.
If you password the channel it will ensure not only that players do not have to manually change at map loads, but that the players never have to fear about players from the other team in the channel listening to them talk.

The whole process was a massive learning curve for me, and is only possible because of jnz's TCPsocket class. So a massive thanks is owed to him (as well as his patience with me and my initial poor string knowledge).

Make sure you take the time to go through the tsr.ini file and configure it properly.
Also, do not go deleting TeamSpeak channels, or creating them after the plug-in is loaded.

Quote:

This is a plug-in designed to work with SSGM2.02 for cnc_renegade.
It was written by reborn from MP-Gaming.COM (fm_reborn@hotmail.com).

This is a release candidate version and probably has some bugs in it, with feedback I will fix bugs found.
The source code will follow when bugs from this version have been ironed out. and a proper release can be made.

This plug-in is based on a system that was initially started by Blazer from renegade forums.
However, the project was never actually released, despite the immense support it received.

To use this plug-in, refer to SSGM.ini in your SSGM2.02 server folder.
You'll need to add the .dll to the server folder, and make an entry in the [Plugins] section, mine looks like this:

```
[Plugins]
```

```
01=tsr
```

You'll also need to add tsr.ini supplied to your SERVERS directory.

This is where you can configure all the settings for the tsr system, like ports and passwords for the TS superadmin login.

I urge you visit my forums and my site @ MP-Gaming.COM. I would also like to direct you to Black-Cell.NET. There is a history of this game there that most people are oblivious to, and without Black-Cell, none of the feature rich servers we have today would be here. They also have a renegade server back up and running. Be sure to find it in the WOL server listings and join. It's hella fun.

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate
Posted by [Goztow](#) on Sun, 27 Sep 2009 20:18:34 GMT

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Great release, good job Reborn .

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate
Posted by [R315r4z0r](#) on Mon, 28 Sep 2009 04:21:47 GMT

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Snap, that's awesome! It's always a pain minimizing the game, switching channels, then maximizing only to find that the game crashed.

Any plans to adapt this to any other team-based games?

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate
Posted by [reborn](#) on Mon, 28 Sep 2009 05:38:00 GMT

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R315r4z0r wrote on Mon, 28 September 2009 00:21
Any plans to adapt this to any other team-based games?

Probably not, but when the source is released it won't be difficult for others to adapt it to whatever game they like.

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate
Posted by [EvilWhiteDragon](#) on Mon, 28 Sep 2009 09:27:05 GMT

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Nice job Reborn.
Sure you are not interested to help us out ?

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate
Posted by [wittebolx](#) on Tue, 29 Sep 2009 07:41:14 GMT

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Nice job!

Is it also possible to adapt this for Ventrilo instead of Teamspeak? We have enough players on ventrilo if you want to test it

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate

Posted by [reborn](#) on Tue, 29 Sep 2009 08:12:37 GMT

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I'm not sure if it's possible, I haven't looked at what RCON commands are available for vent servers.

If vent servers allow for remote administration in a similar way to TeamSpeak, with the ability to check what channel a player is in, and also move said player, then it's probably possible without too much work really.

I gave the release candidate to the {AW} clan, who have been running this on an active server for a few days now with no problems. I will probably release the source code tonight I guess, maybe the ventrilo support might be something you can consider doing yourself, based on the source? I certainly wouldn't mind.

Subject: Re: SSGM Plug-in TeamSpeakRegulator Release Candidate

Posted by [Goztow](#) on Tue, 29 Sep 2009 08:33:16 GMT

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Seye told me it's easier to do on Vent than on TS, but he did it on an older version of Vent.

Subject: Re: SSGM Plug-in TeamSpeakRegulator

Posted by [reborn](#) on Wed, 30 Sep 2009 19:02:30 GMT

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Source code added.

And before any starts, yes I used `std::string`, and yes I used `std::vector`. But hey, at least there's a release out there now...

If Seye says it's easier then it probably is, but the TS version doesn't seem to of generated much interested though really. There has been no one say they are using it or anything...

I suppose it's just a bit too late.. Back when Blazer was going to do it, it seemed to generate allot of interest, but there was more players back then, and therefore more TS users and active servers.

I don't think I will bother with a vent version.

Besides, I have been thinking for a while of leaving these forums.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Spyder](#) on Wed, 30 Sep 2009 21:49:06 GMT
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Didn't this already exist for Ventrilo?

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [dr3w2](#) on Thu, 01 Oct 2009 03:39:39 GMT
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I took a quick peak at tsr.cpp nicely done, however really indent the code more appropriately!

I'm sure some people out there will find this handy, and also thanks to you for pointing out that TCP class, and thanks jnz for writing it. I've saved my own copy of that class for any future projects

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [reborn](#) on Thu, 01 Oct 2009 05:49:06 GMT
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DimitryK wrote on Wed, 30 September 2009 17:49: Didn't this already exist for Ventrilo?

Not that I am aware of, but it's possible.

andr3w282 wrote on Wed, 30 September 2009 23:39: I took a quick peak at tsr.cpp nicely done, however really indent the code more appropriately!

I'm sure some people out there will find this handy, and also thanks to you for pointing out that TCP class, and thanks jnz for writing it. I've saved my own copy of that class for any future projects

Thanks man! And yeah... You're right, I should really indent properly, it's not the first time someone mentioned that to me...

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [wittebolx](#) on Thu, 01 Oct 2009 11:35:27 GMT
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reborn wrote on Wed, 30 September 2009 21:02: Source code added.

And before any starts, yes I used std::string, and yes I used std::vector. But hey, at least there's a release out there now...

If Seye says it's easier then it probably is, but the TS version doesn't seem to of generated much

interested though really. There has been no one say they are using it or anything...
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The thing is with ventrilo you have a better sound (codecs) then we have with teamspeak, hence the reason we switched. A lot of communitities already did the same thing. I think if you can get this working on Ventrilo and possibly consider a release for more games then just Renegade, you will have an awesome solution for all of us!

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [reborn](#) on Thu, 01 Oct 2009 12:52:56 GMT
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wittebolx wrote on Thu, 01 October 2009 07:35

The thing is with ventrilo you have a better sound (codecs) then we have with teamspeak, hence the reason we switched. A lot of communitities already did the same thing. I think if you can get this working on Ventrilo and possibly consider a release for more games then just Renegade, you will have an awesome solution for all of us!

I believe there are more server owners hosting a TeamSpeak server for there players then there are using ventrilo, although I could be wrong.
Perhaps now the source code is released, you might consider adapting it to work with ventrilo yourself? It probably won't be that hard, especially as you have an example now. I believe you are capable of this. I didn't know if I would be able to do it either until i tried, just give it a go!
As for making it work with other games out-of-the-box on a generic level, that may be a little optimistic, it would need quite some work to do that, I don't think it's possible without actually tailor making it for each game really...

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Spyder](#) on Thu, 01 Oct 2009 15:41:16 GMT
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wittebolx wrote on Thu, 01 October 2009 13:35reborn wrote on Wed, 30 September 2009 21:02Source code added.

And before any starts, yes I used std::string, and yes I used std::vector. But hey, at least there's a release out there now...

If Seye says it's easier then it probably is, but the TS version doesn't seem to of generated much interested though really. There has been no one say they are using it or anything...
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It was either the Black-Cell or BlackIntel server which I've seen this on. I might be wrong, but I remember being switched to the proper channel when switching teams or changing maps.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [reborn](#) on Thu, 01 Oct 2009 16:10:04 GMT

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At a guess, I would say black-intel. However, as far as I am aware, they have not made a system like this for ventrilo that has been released.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Sladewill](#) on Thu, 01 Oct 2009 21:39:09 GMT

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nah the coding is good, its helped me do something else, C++ IRC bot, ive been trying to fix it for months, never got round to it very handy

Teamspeak isnt used widely, pretty bad program there is so many out there.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Ethenal](#) on Thu, 01 Oct 2009 22:01:33 GMT

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Sladewill wrote on Thu, 01 October 2009 16:39nah the coding is good, its helped me do something else, C++ IRC bot, ive been trying to fix it for months, never got round to it very handy

Teamspeak isnt used widely, pretty bad program there is so many out there.

Not widely used? What are you talking about lol? Most Renegade servers I know of use TeamSpeak... it may be old and the sound quality is definitely subpar compared to Ventrilo, but at least the interface actually makes sense...

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Goztow](#) on Fri, 02 Oct 2009 07:11:28 GMT
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Ethenal wrote on Fri, 02 October 2009 00:01 but at least the interface actually makes sense...
Main reason we use TS .

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Crimson](#) on Mon, 05 Oct 2009 05:31:21 GMT
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DimitryK wrote on Thu, 01 October 2009 08:41It was either the Black-Cell or BlackIntel server which I've seen this on. I might be wrong, but I remember being switched to the proper channel when switching teams or changing maps.

If you're talking about TeamSpeak, you might be referring to n00bstories server. We have had automatic team-switching functionality for 2 or 3 years now.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Goztow](#) on Mon, 05 Oct 2009 06:36:14 GMT
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I think he ment ventrillo. And BI have had it for both TS and vent for a long time now, and I even think they also created i t for mumble.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Iran](#) on Mon, 05 Oct 2009 22:06:02 GMT
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Great plugin, nice to see source code. Also nice list of other SSGM mods/plugins on your site. I suggest you put the source of it inside a map hierarchy in the ZIP file, instead of a ZIP file inside the ZIP file.

vloktboky would be proud.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [reborn](#) on Tue, 06 Oct 2009 07:10:07 GMT
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Iran wrote on Mon, 05 October 2009 18:06Great plugin, nice to see source code. Also nice list of other SSGM mods/plugins on your site. I suggest you put the source of it inside a map hierarchy in the ZIP file, instead of a ZIP file inside the ZIP file.

I did that at first because I looked at how SSGM was released, and copied the same format. After that, it just became second nature and I never thought about it since. But you're probably right...

Iran wrote on Mon, 05 October 2009 18:06
vloktboky would be proud.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Ethenal](#) on Tue, 06 Oct 2009 20:37:58 GMT
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Goztow wrote on Fri, 02 October 2009 02:11 Ethenal wrote on Fri, 02 October 2009 00:01 but at least the interface actually makes sense...

Main reason we use TS .

I agree lol, the sound quality on TS is pretty horrible compared to Ventrilo, but the interface on Ventrilo looks like it was created by a strung out crack whore...

Where did vloktboky run off to anyway?

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [reborn](#) on Wed, 07 Oct 2009 03:55:18 GMT
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<http://www.linkedin.com/in/kevinkirst>
<http://twitter.com/kevinkirst>

He got a job at Crytek, what a dream come true.

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Ethenal](#) on Wed, 07 Oct 2009 04:06:56 GMT
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reborn wrote on Tue, 06 October 2009 22:55 <http://www.linkedin.com/in/kevinkirst>
<http://twitter.com/kevinkirst>

He got a job at Crytek, what a dream come true.
DAAYUUMMMMM

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Creed3020](#) on Wed, 07 Oct 2009 19:26:59 GMT
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Thanks for the release Reborn, I'll be sure to implement this on our server. Even though we use Vent for other games, TS still rules for Renegade

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Stallion](#) on Sun, 06 Apr 2014 21:15:36 GMT
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does anyone still have a copy of this (or one with similar functionality) laying around they are willing to share?

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [BillieJoe67](#) on Sun, 06 Apr 2014 21:22:32 GMT
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Isn't it included with the ssgm source?

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Ethenal](#) on Mon, 07 Apr 2014 00:36:33 GMT
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BillieJoe67 wrote on Sun, 06 April 2014 16:22Isn't it included with the ssgm source?
^

Subject: Re: SSGM Plug-in TeamSpeakRegulator
Posted by [Xpert](#) on Mon, 07 Apr 2014 03:48:26 GMT
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It is indeed included with the SSGM source.
