Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Blazer on Fri, 30 May 2003 09:21:37 GMT
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I should have a working beta ready to be tested soon, maybe by this weekend. I need a couple of people to actually run it and test its functionality.

Requirements:
[list]
[*] TeamSpeak RC2 Server (actually beta development build)
[*] Renegade Windows FDS (preferably one that has allready been online for some time)
[*] Ability to follow directions (Unzip this file, create this shortcut, put your renrem port here, etc)
[*] Will have to install ActivePerl, which is an 11.2M download
(http://www.activestate.com/Products/ActivePerl/
[*] Be able to answer emails (preferably talk on irc) daily
[/list:u]

In case you didn't notice, I am writing this in PERL but making every effort for it to work in windows so that everyone (non-Linux people) can use it. Right now I am developing it in a Win32 environment using ActiveState Perl, which is a free PERL interpreter. Once the code is final I will look into making it a standalone EXE so that the download of ActivePerl is not required.

Also, if all goes well, Dante will be building this same functionality into the next build of BR, which will be much more elegant.

People interested in beta testing please reply in this thread, and let me know what your WOL server is (you should have an established server if you are going to test or are even interested in using TSR).

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by DaveGMM on Fri, 30 May 2003 10:48:27 GMT
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Hmm....

Could I? I don't know.

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Blazer on Fri, 30 May 2003 12:50:47 GMT
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DaveGMMHmm....
Could I? I don't know.

As I said *ahem* I was hoping for people who have established servers allready running   This is both to test TSR in a realworld situation with more than a few players logged into the server, and to reduce me having to explain to someone how renrem works etc

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Subject: Re: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by K9Trooper on Fri, 30 May 2003 19:28:34 GMT
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You know I'm very interested. I have some questions though. I will try and connect with you later tonight or tomorrow if you can.

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Homey on Sat, 31 May 2003 01:12:50 GMT
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I could... i have my own ts server and can have fds

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by K9Trooper on Sat, 31 May 2003 02:07:16 GMT
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HomeyI could... i have my own ts server and can have fds

I have had both for over a year.

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Homey on Sat, 31 May 2003 16:35:25 GMT
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K9TrooperHomeyI could... i have my own ts server and can have fds

I have had both for over a year.
Your point being....?

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Blazer on Sun, 01 Jun 2003 15:58:14 GMT
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K9 talk to me on IRC.

Subject: I'm willing to help
Posted by lightsabersetc on Sat, 14 Jun 2003 02:38:58 GMT
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I'm willing to beta test for you. I meet all these requirements + know Perl (so I can help fix what's wrong). Email me at david@lightsabersetc.com (I most likely won't visit this thread again, so email me).

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Renegade1 on Sat, 14 Jun 2003 04:22:08 GMT
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I dont understand. Explain to Hydro.

Subject: Need couple beta testers for TSR (TeamSpeak Regulator)
Posted by Try_lee on Sat, 14 Jun 2003 12:05:16 GMT
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You don't understand what?

TeamSpeak is a gaming chat program which allows you to communicate easily through microphones. The program Blazer is working on will automatically put you in a channel when you join the game so that you can talk to your team without the other team listening in. This means it's both easier for the user and ensures the teams communications aren't being spied upon.

I hope that was what you were confused about...