

Step 1: Go to <https://www.teamspeak.com/en/downloads>. Download the installation package considering the operating system and addressing mode (32-bit/64-bit versions) appropriate for your computer. Older versions of Windows® (before Windows® 7) do not support 64-bit addressing mode.

The screenshot shows the 'Client' section of the Teamspeak website. The navigation bar includes 'Client', 'Server', 'SDK', and 'BETA'. The main content is organized by operating system:


- WINDOWS**
 - CLIENT 32-BIT 3.5.6**
SHA256: c1387e7dd8be6dde23d235fad04f207b5c81b0a71e9e5acba1c6ce856414142 [Download]
 - CLIENT 64-BIT 3.5.6**
SHA256: 86381879a3e7dc7a2e90e4da1cccfd2e5359b7ce6dd8bc11196d18dfc9e2abc [Download]
- MACOS**
 - CLIENT 64-BIT 3.5.6**
SHA256: 03c8e44256f2028917866924e496d4704de9e3298252f433fc53cfa37282770e [Download]
- LINUX**
 - CLIENT 32-BIT 3.5.6**
SHA256: 4ac6dab49f2b8908988a866660d33585ba859f7226b53d7bda36a4ab6c312cf8 [Download]
 - CLIENT 64-BIT 3.5.6**
SHA256: efbef4a6c845974563d874f8d46eb8f7ea2919d1f444f9b780357d256884a42 [Download]

Step 2: Save the downloaded file to a folder, then open (execute) that file to begin the installation.

Opening TeamSpeak3-Client-win64-3.5.6.exe



You have chosen to open:

 **TeamSpeak3-Client-win64-3.5.6.exe**

which is: exe File (86.5 MB)

from: <https://files.teamspeak-services.com>

Would you like to save this file?

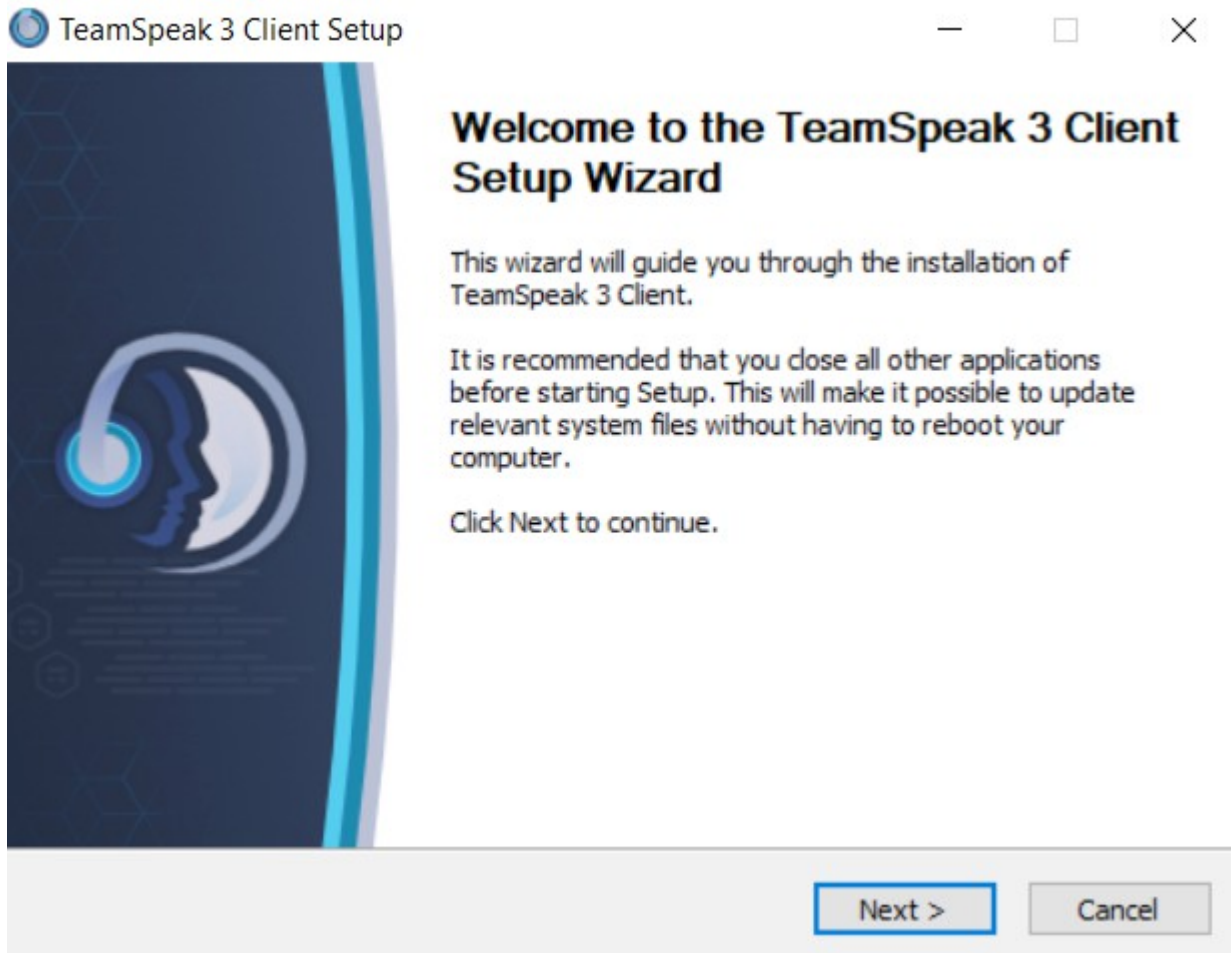
Save File

Cancel

Step 3: Click next and follow the subsequent prompts to complete the install.

It is recommended to take all the default locations and options during the installation process.

You may be prompted for administrator credentials if you are installing the TeamSpeak 3® client from a non-administrator userid. Enter those credentials to complete the installation.



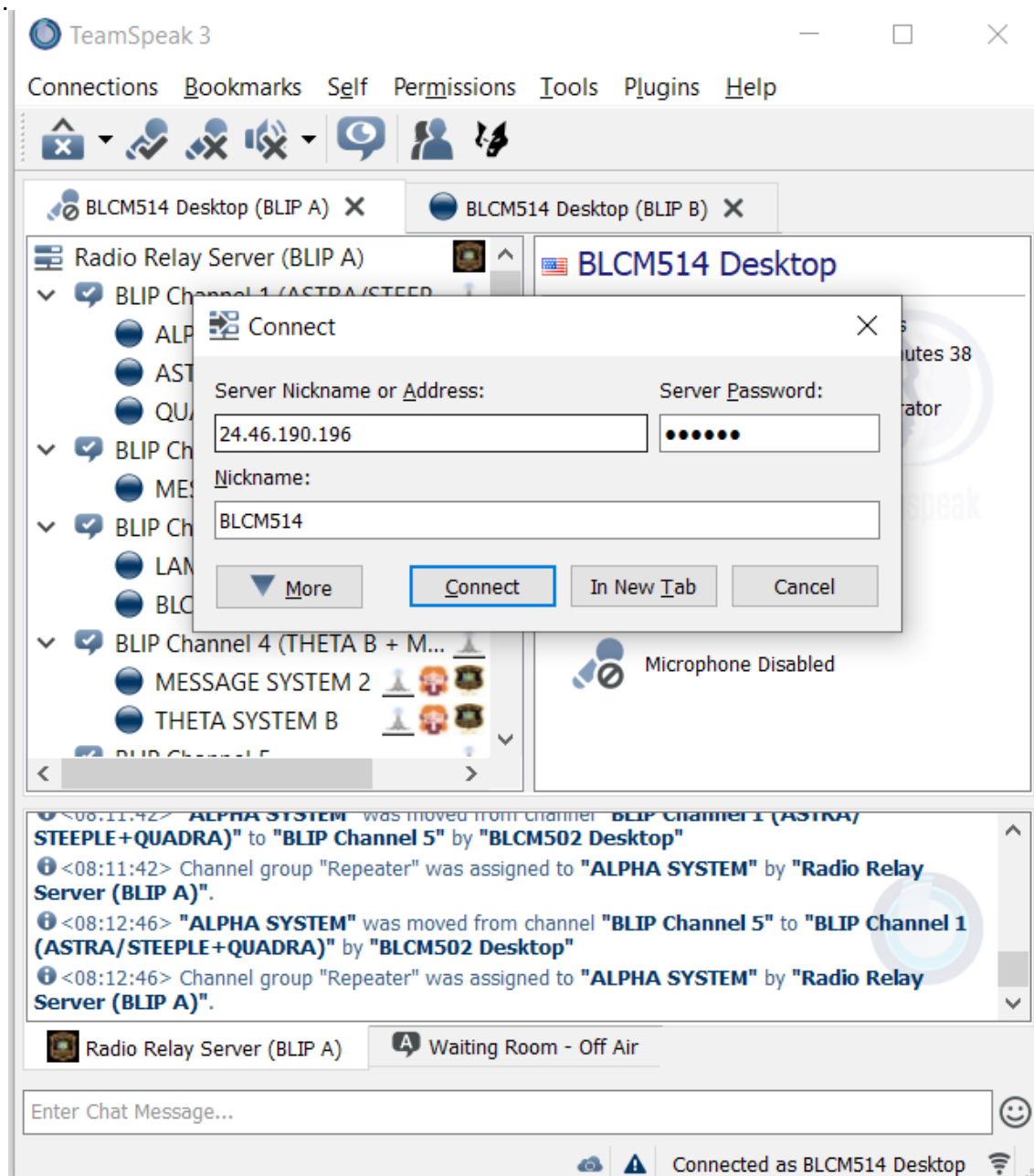
Step 4: Open the TeamSpeak 3® client application to configure the client to connect to the Bluecom Radio Network's BLIP system. No email or registration is required.

Click on the Connections tab.

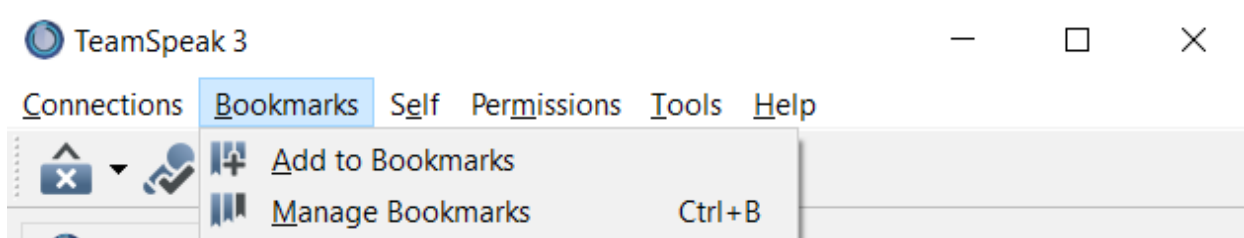
Enter the **Server Nickname or Address** as **24.46.190.196**.

Enter the **Password** as **rpt600**. It will show as dots on the screen as a privacy measure.

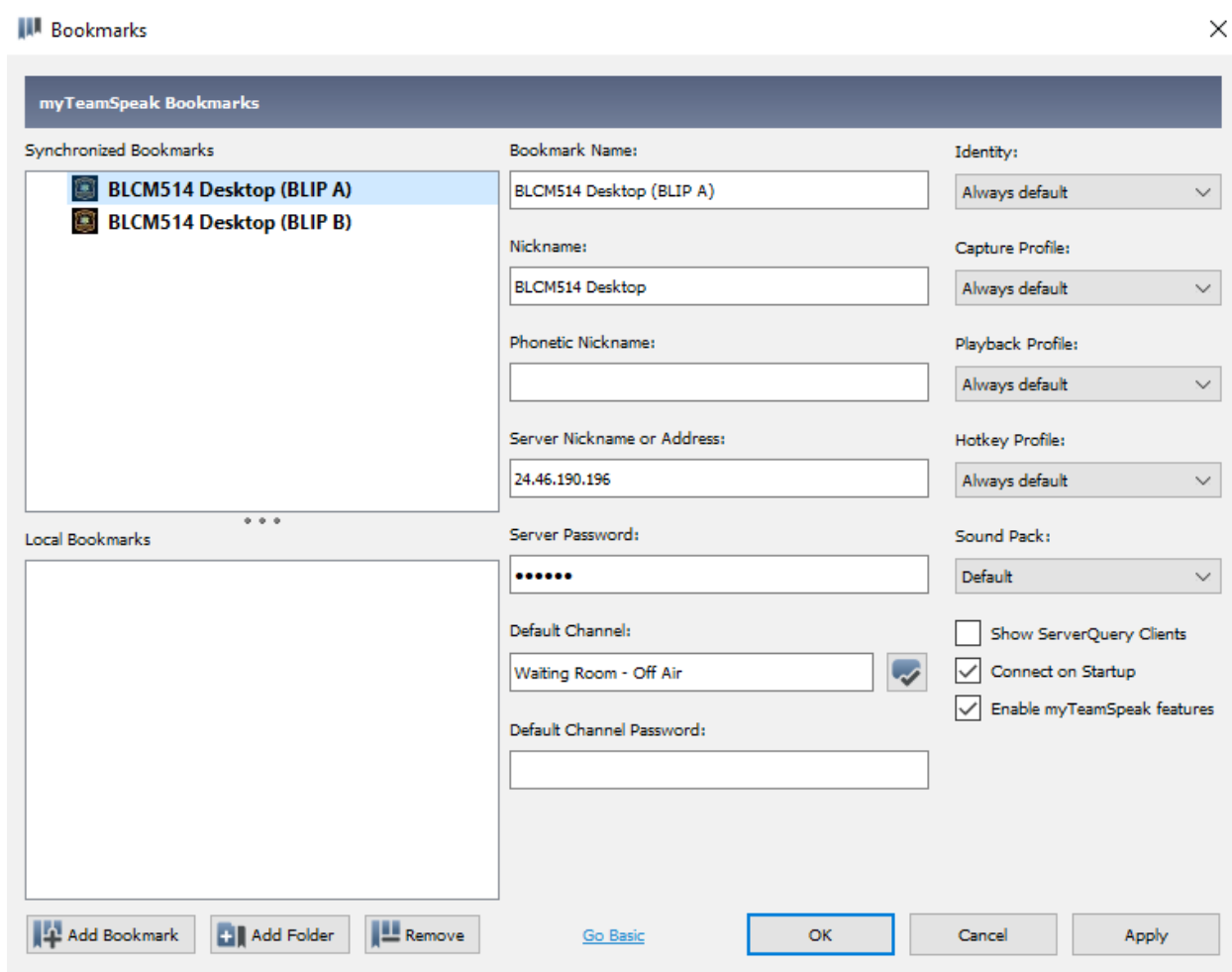
Enter your **Nickname** in the format of BLCMnnn, where nnn is your assigned Bluecom number. The example below shows how the entry should look for unit 514. Click the **Connect** button. You now should be connected to Bluecom's BLIP system



Step 5: Click on Bookmarks. Click on Add to Bookmarks.



Step 6: Enter the same information as you did in Step 4. Add a **Bookmark Name of "BLIP A"** as shown below. Remember to enter the **password** as rpt600 (it will show as dots). Check the **Connect on Startup** and **Enable My TeamSpeak features** boxes. Click **OK**.



Step 6a: Do the same as step 6 but **create a new bookmark called “BLIP B”** with an IP address of **24.189.59.29**. Do not select connect on startup unless we permanently switch to BLIP B.

myTeamSpeak Bookmarks

Synchronized Bookmarks

- BLCM514 Desktop (BLIP A)
- BLCM514 Desktop (BLIP B)**

Local Bookmarks

Bookmark Name: BLCM514 Desktop (BLIP B)

Identity: Always default

Nickname: BLCM514 Desktop

Capture Profile: Always default

Phonetic Nickname:

Playback Profile: Always default

Server Nickname or Address: 24.189.59.29

Hotkey Profile: Always default

Server Password:

Sound Pack: Default

Default Channel: Waiting Room - Off Air

Default Channel Password:

Show ServerQuery Clients

Connect on Startup

Enable myTeamSpeak features

Add Bookmark Add Folder Remove

Go Basic OK Cancel Apply

Step 7: You have now created one click bookmarks which can be used to join Bluecom's BLIP system. Each time you start TeamSpeak 3® client this Bookmark will be used to automatically connect to the Bluecom's BLIP system.

However, you will be placed in the waiting room where your mic will be muted and you will not be able to hear or communicate with any repeater systems or users who are part of the BLIP system until you join a BLIP channel.

You will notice there are many **BLIP channels** available for use, each with one or more repeaters (entries suffixed with "SYSTEM") and users (entries such as "BLCMnnn") in those channels.

In order for you to communicate with these SYSTEMs and USERs, you must all be in the same **BLIP channel**. BLIP USERs and Repeater SYSTEMs can only communicate with each other when in the same **BLIP channel**

To move yourself from the **Waiting Room** to a **BLIP channel**, **click+hold the mouse while hovering over your BLCMnnn identity. Drag your identify to the BLIP channel of your choice. Then release the mouse to drop yourself into that channel.** You should then see your identity become part of the resident list of USERs and SYSTEMs in that BLIP channel.

You will now be able to communicate with all repeaters and users residing in that channel.

The next section will discuss various settings in the **Options** menu under the **Tools** tab. There is a documented incompatibility with some computers which employ graphic card hardware acceleration, where the options menu does not always display properly (shows a white pop-up screen with no content) or sometimes crashes the TeamSpeak 3® client when invoked. This is due to the graphics card not properly supporting OpenGL graphics code.

If you experience this issue (and many computers do) there is a workaround.

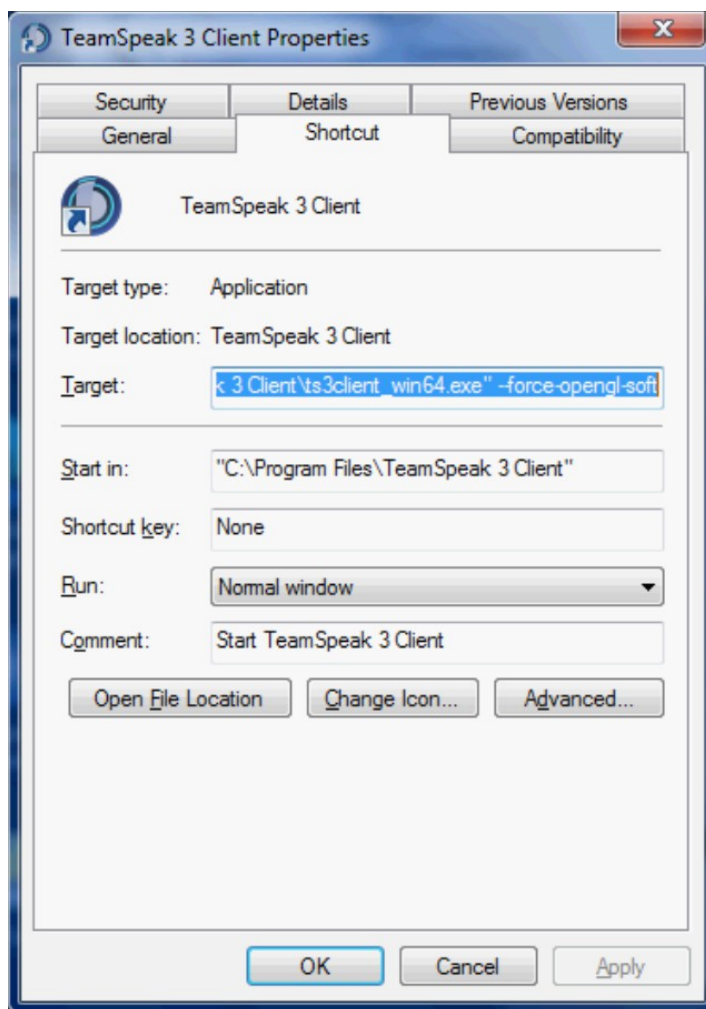
Click on the TeamSpeak® 3 client icon on your desktop. Click on Properties. Click on the Shortcut tab.

In the **Target** field **add the following bolded option** to the existing data you find in the field. Pay attention to the double minus sign which starts the option. **Click OK.**

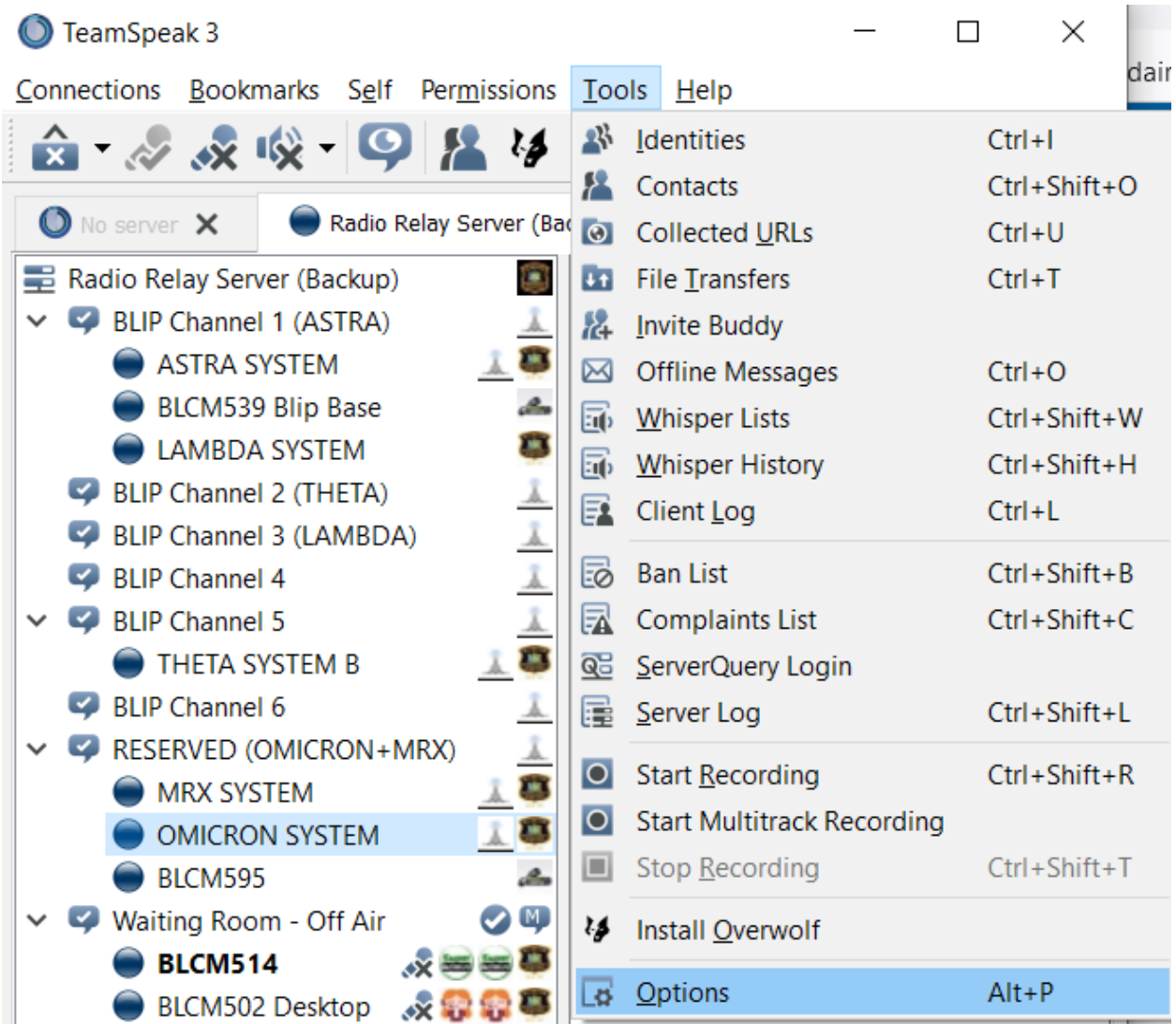
Before: "C:\Program Files\TeamSpeak 3 Client\ts3client_win64.exe"

After: "C:\Program Files\TeamSpeak 3 Client\ts3client_win64.exe" **--force-opengl-soft**

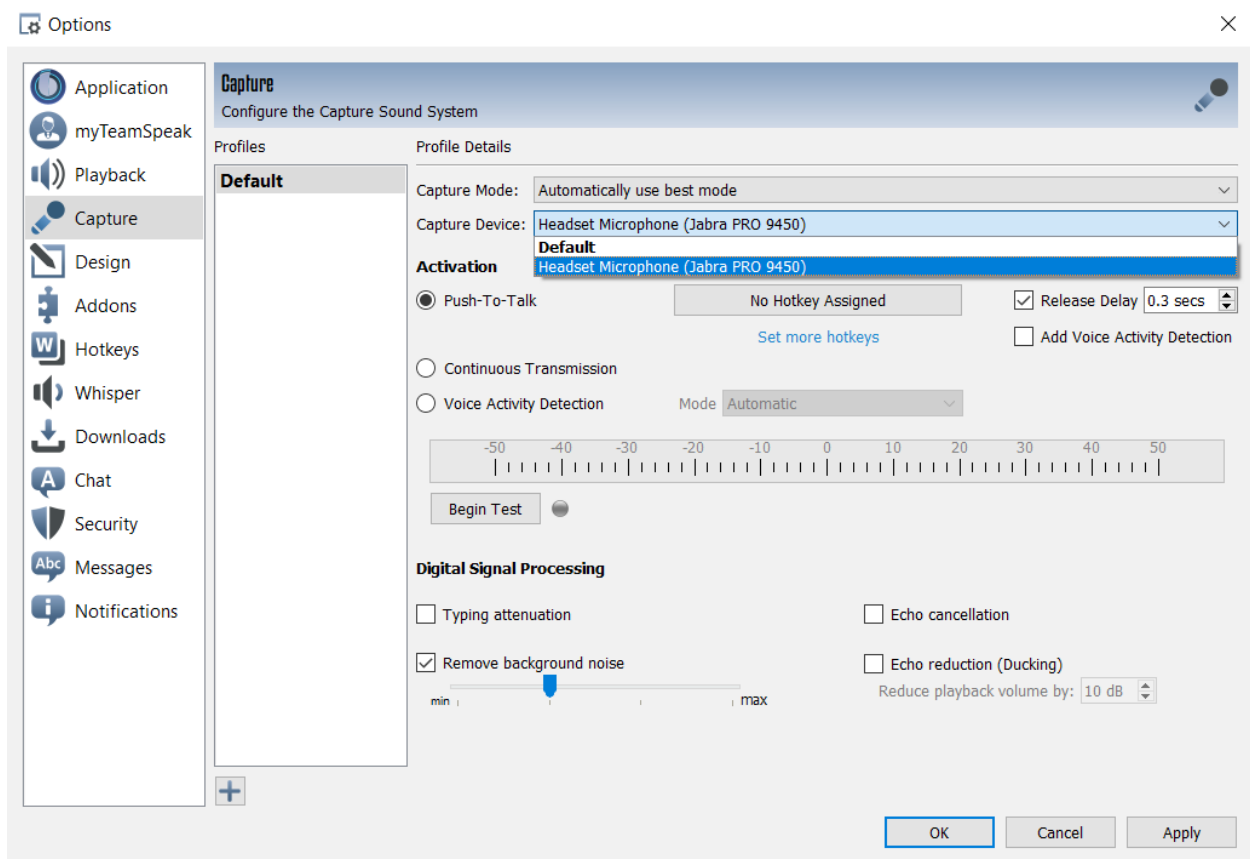
This option tells TeamSpeak® 3 client **not to use the graphics hardware acceleration card to process the OpenGL calls** and instead to use the OpenGL software library to render the pop-up screen.



Step 8: Click on Tools, then click on Options.



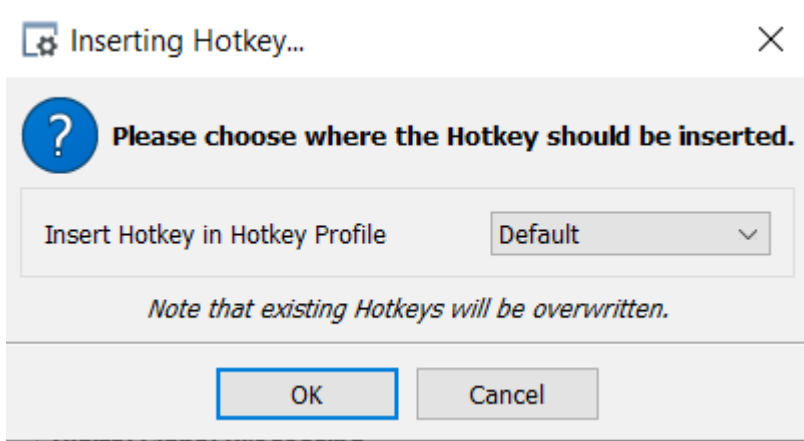
Step 9: Select your Capture (Microphone) device. In this case, the user selects a headset device which combines a microphone and earphones.



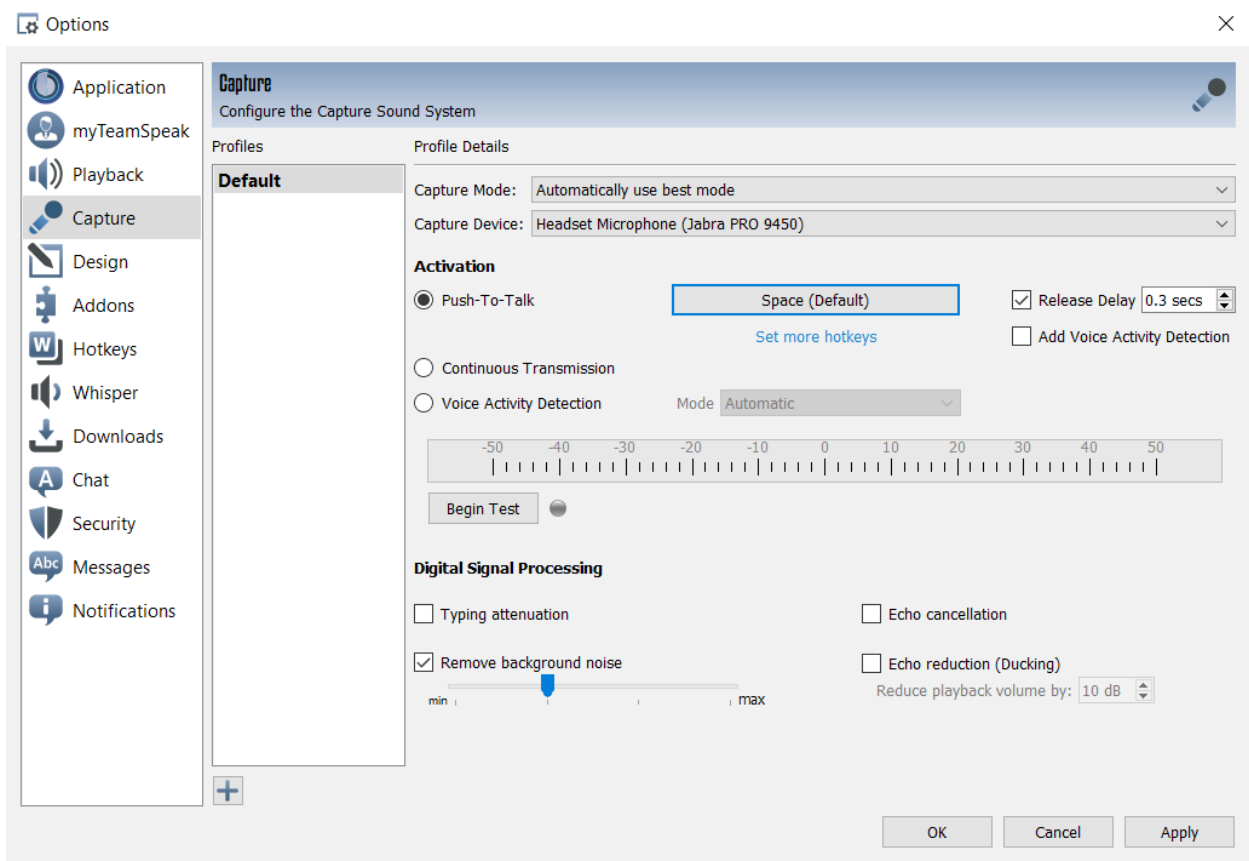
Step 9: Click the **Push-to-talk** radio button. Then click the **No Hotkey Assigned** button.

A pop-up screen will display requesting you to **Press hotkey combination** to use as a PTT switch. Choose a keyboard key, or combination of keys, or mouse button you would like to use as a PTT switch.

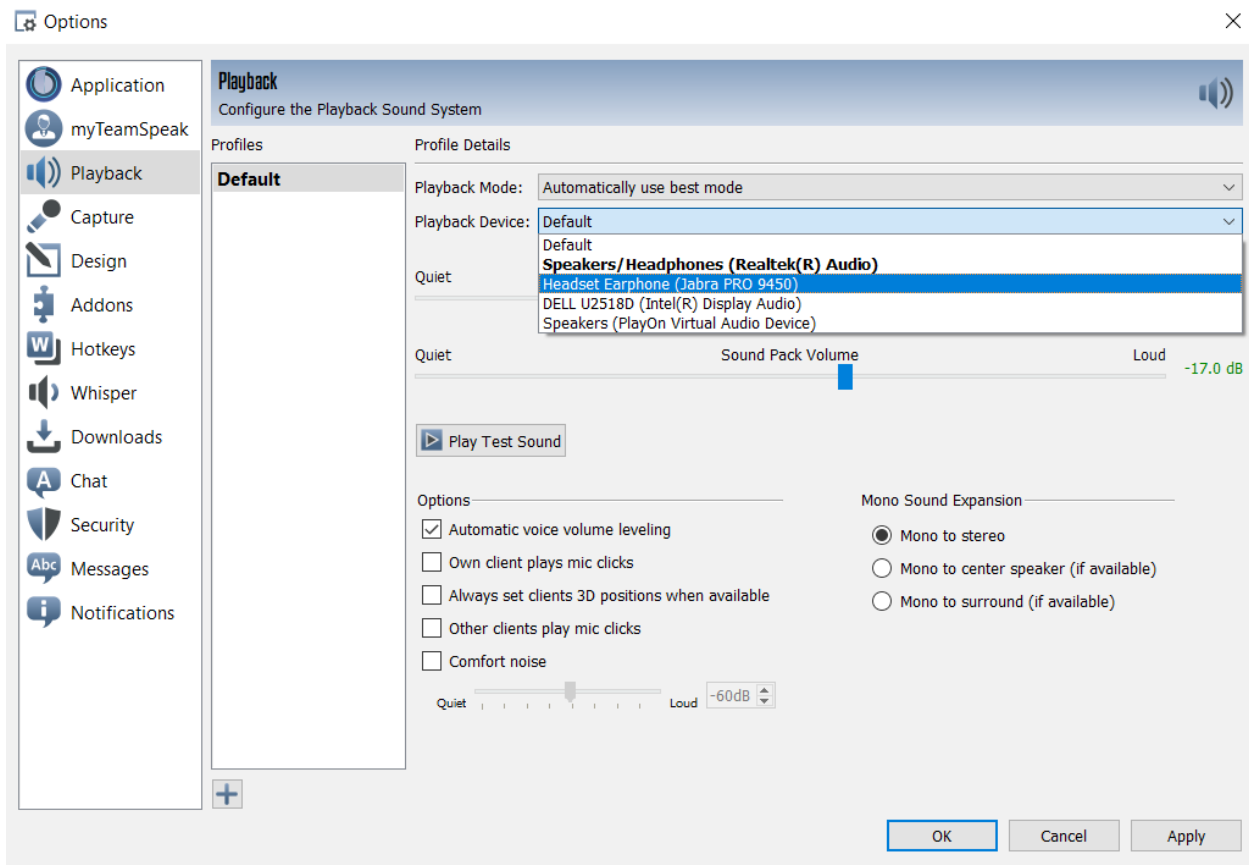
In this case the user wants to use the **spacebar** as the PTT key, so we press the **spacebar** and the following popup is then displayed. **Click OK.**



This screen now confirms the **Spacebar** has been successfully set as the PTT switch hotkey.



Step 10: **Select your Playback (speakers/headphone) devices.** Here we have selected the same playback device as the capture device. Our headset functions as both a speaker and microphone. Choose the device which is appropriate for your installation. Then **click OK.**



You are now ready to communicate using Bluecom's BLIP network interface. Put on your headset (or turn up your speakers) and get that microphone ready. Drag and drop yourself into the BLIP channel of your choice and use your hotkey (spacebar, etc.) to transmit. Release it to receive.

When you are done communicating, simply close TeamSpeak 3®.

Have fun.

Additional steps for repeater owners only.

There are a number of settings required to interface the TeamSpeak 3® client with a repeater.

SignalLink® Hardware: This is hardware you physically connect to the repeater controller port using a DB9 connector, and to your computer through a USB connection. It serves as the repeater's gateway to the internet.

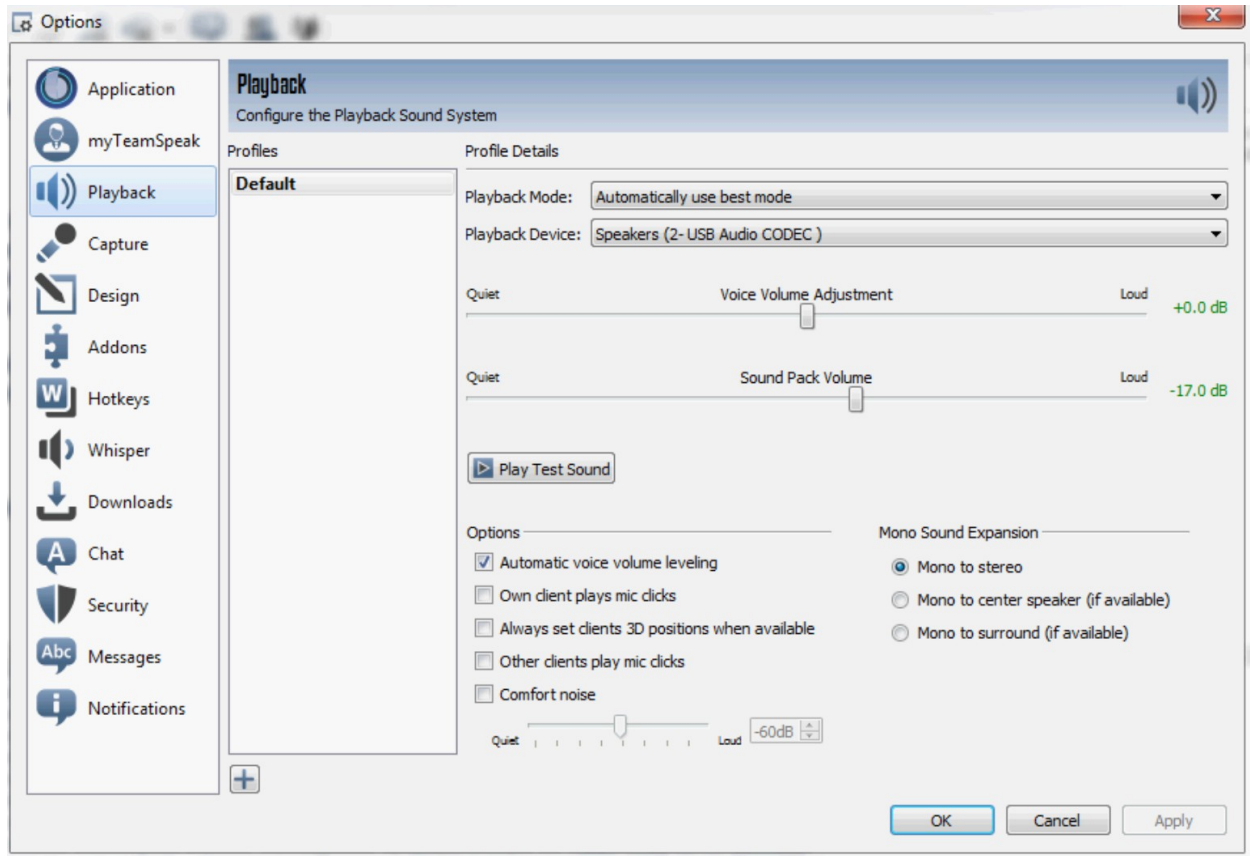
You will need **to adjust the Transmit and Receive knobs** for proper audio levels going into and out of the repeater controller.

There is also a **delay knob** for adjusting how long the connection should remain open, when audio is no longer sensed by the SignalLink® hardware.

Within TeamSpeak 3® you will use **different capture and playback settings** than a standard user would set.

When the SignalLink® hardware is connected to a computer, Windows® will dynamically load USB Audio Codec drivers. (Other operating systems may require manual steps to define these drivers. Refer to the SignalLink® instructions and OEM operating system vendor documentation for more details.)

Select the USB Audio CODEC instead of the traditional capture and playback devices **in both the Playback and Capture tabs** as shown below.



Note: Disconnecting the SignalLink® will delete the drivers and force TeamSpeak 3® to default settings.

Additionally, In the **Capture** tab, click the **radio button** to set **Voice Activity Detection**.

Set **Mode** to **Volume gate**.

Use the Slider to set the best level to support incoming audio from other users.

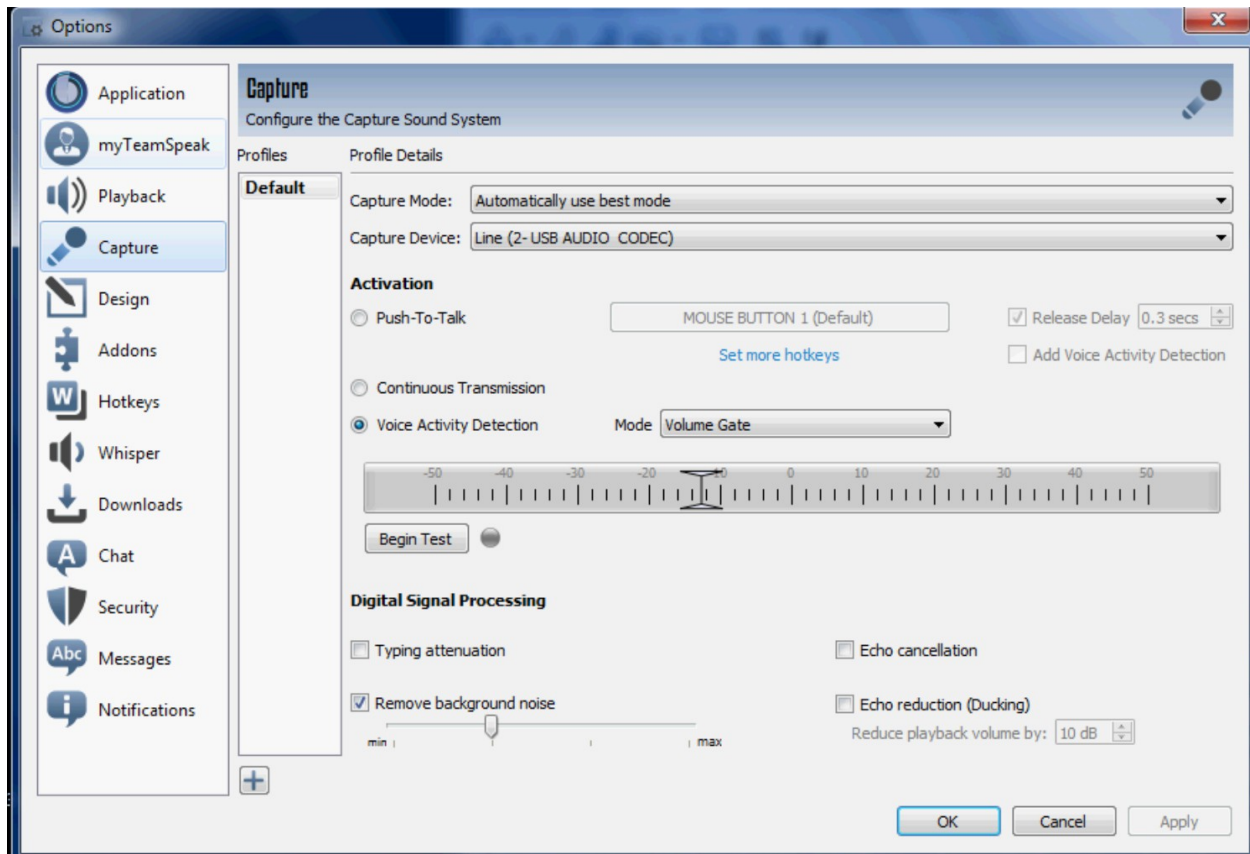
If set too low, incoming audio from other users may not place the system in transmit mode.

If set too high, background noise will place the system in transmit mode when no incoming audio is received.

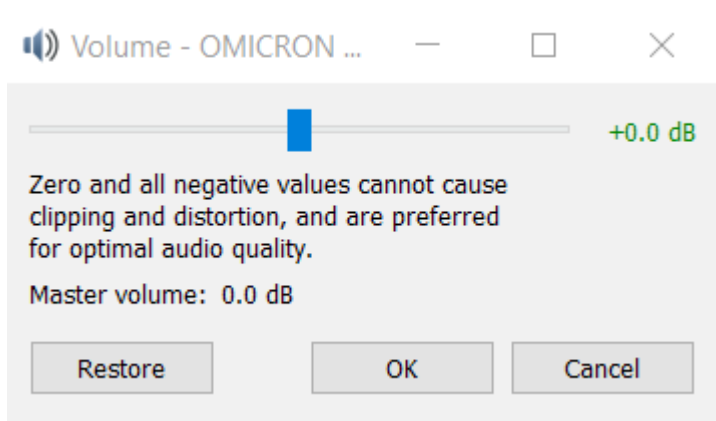
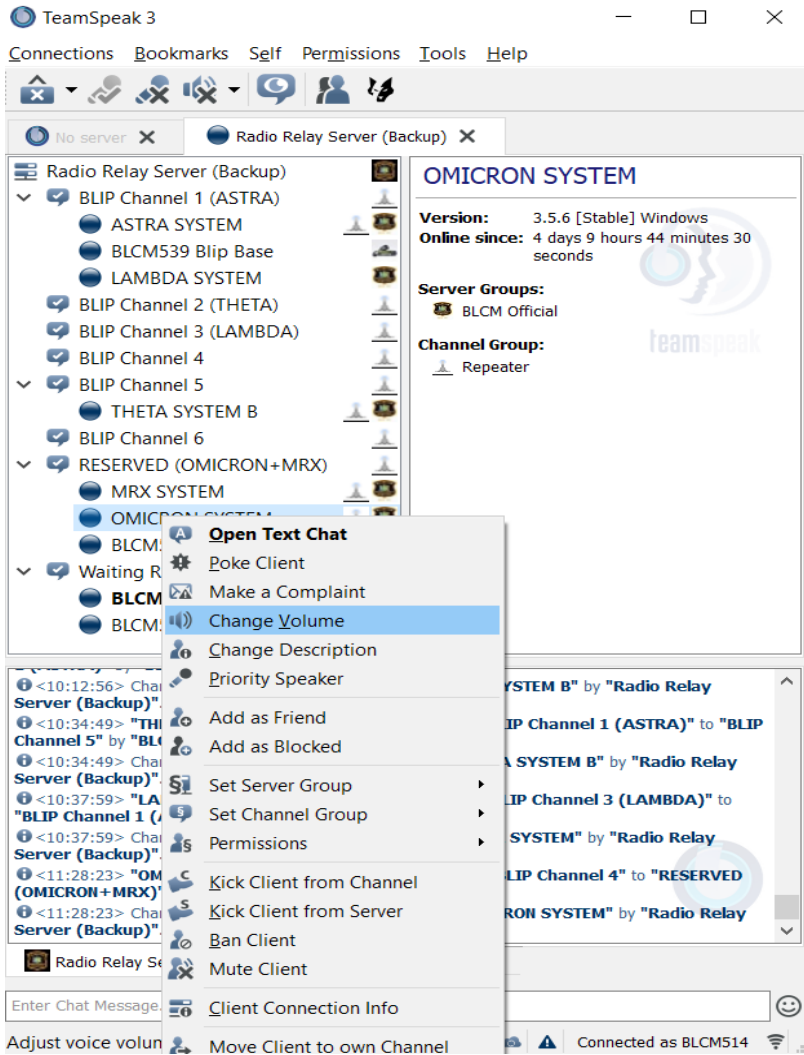
Find the right setting for your installation through testing. Historically settings between -15 and 0 work best.

Some installations have had success using the **Remove Background Noise** checkbox.

Click OK.



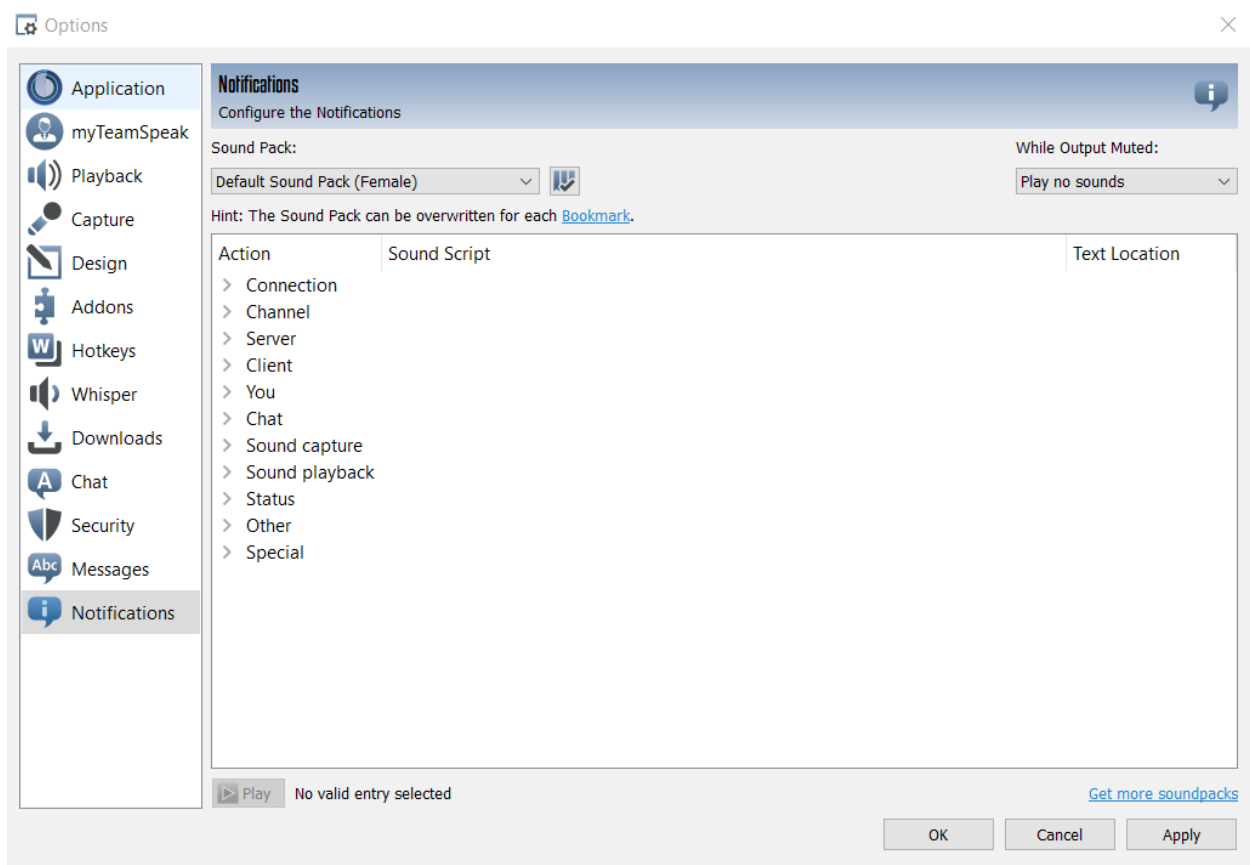
It's important to adjust the volumes of various repeater systems coming into your repeater. **Click the repeater system.** Then **click Change Volume.** Using the **volume slider**, adjust the volume levels of all incoming connections to achieve uniformity. **Click OK.**



Finally, we don't want the TeamSpeak 3 notification prompts rebroadcast on the repeater. We need to disable them.

Click options. Then **click Notifications.**

Set the While Output Muted to Play no sounds.



Good luck with integrating your repeater with the Bluecom Radio Network's BLIP system!