Creed3020 wrote on Mon, 21 September 2009 10:13I'm really looking forward to this release reborn, I appreciate the work going into this one

No worries. I'm really enjoying it to be honest. It's not super hard to make (especially seeing as I am using jnz's TCPsockect class he released. That guy never fails to deliver!
I've learned quite allot about string along the way too, it's been kinda fun making it so far...
It's also been a nice motivation knowing that I remember this thread being posted originally (and the various other threads that was created about it too), and I remember thinking to myself "Wow, this dude must know what he's doing..! Not only is he modding renegade, but he's got two programs that are un-related to talk to to eachother!". I actually remember thinking that I wish I knew how to do that stuff. I was sitting there, having played around with level edit thinking, shit man... I could never do that.

Ofcourse, I am not trying to make out like this is something super hard, because now I have some small grasp of programming, I realise that's it's a pretty small task in reality. I just remember at the time, I thought it was a big deal.

Writing it now, and seeing it working in-front of me is something of a small personal triumph.

It's going well too, the ini file for configuration is growing...

Quote:
;tsr.dll config file
;Most options have a brief description of how to configure them.
;Most other plug-in's settings load on the level_load event, meaning each map the settings are reloaded.
;Due to the nature of this plug-in, I have moved the settings load function to the primary load of the plug-in.
;This means settings are loaded once, and they are loaded before the very first map has even started.
;The only down side to this is that you cannot change the settings of this plug-in without a server restart.

; A big thanks has to go out to jnz for the release of his TCPsocket class on
http://www.dcomproductions.com/
; As always, he's been a massive help, mentor and above all else, a friend.

[General]
;Most server owners will have there TS server on the same Server PC as there FDS. However, this option allows you to
;run the TS server on another server, and still have the FDS remotely administrate it. Pretty cool, huh?!
;Default IP below is 127.0.0.1, which is the loop back address. If your TS server is on the same PC as the FDS, leave this as it is.

TeamSpeakServerIP=127.0.0.1

;This is the "TCPQueryPort" defined in the teamspeak server server.ini file located in the prgrams directory of Teamspeak.
;This is NOT to be confused with the UDP port that the TeamSpeak server uses.
TeamSpeakTCPport=51234

;This is the password for the Teamspeak SuperAdmin account. This is the account that will be used to administrate the TS server.
;You can find this password if you do not know it in your server.log file when you installed your TS server.
SApassword=46ku5p

;UDP port of the server
TeamSpeakUDPport=8767

;This setting if turned on will send message in-game (if there are any players that is) is explaining a little about the plug-in
;You may find after a while that this can be turned off, but it will help keep questions down in the beginning.
EnableExplanationMessages=true

;This string is what is used in the messages that are sent in-game explaining that the TSR plug-in is on your server
;You obviously need to change this setting to your own teamspeak server address (or IP if you're lame).
TeamSpeakAddress=TS.MP-Gaming.COM

;The names below should be the EXACT name of the channel in TeamSpeak you wish to use for the two teams.
;You can call them whatever you wish, but make sure the name of the channel in TeamSpeak is copied here perfectly!
;This is for the channel that will contain players of team type 1. Team 1 is GDI. In the case of renalert, this would be Allies. The "good guys".
ChannelName1=GDI

;This is the channel that should contain all the players of team type 0. 0 is Nod, or Soviets for renalert.
ChannelName2=Nod