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TRICON MANUAL

TriCon 2 V300 Manual [\(All other manuals click here\)](#)

Updated May 10, 2002

Download [.pdf version](#). Requires [Acrobat Reader](#)

INSTALLATION

Tricon 2 comes in 4 separate downloads:

- 'Lite' Server Script Pack
- Server Expansion Pack (optional server enhancements)
- Telnet GUI
- Client Script Pack

INSTALLATION, SERVER SCRIPTS

Windows Install from Zip file:

Extract Tricon2ServerLite.zip to Dynamix/Tribes2/gamedata/base folder.

Extract Tricon2ServerExpansion.zip to Dynamix/Tribes2/gamedata/base folder.

Linux Install from Zip file:

Extract Tricon2ServerLite.zip to .loki/tribes2/base folder.

Extract Tricon2ServerExpansion.zip to .loki/tribes2//base folder.

Upgrade from older Tricon version:

Delete your tribes2/gamedata/base/scripts/tricon2 folder

Delete tribes2/gamedata/base/scripts/TriconLoadGame.cs

Delete tribes2/gamedata/base/scripts/TriconLoadGame.cs.dso

Extract the Tricon2ServerLite.zip file to

Dynamix/tribes2/gamedata/base.

Additional Instructions for Mod servers

For each mod that you have, perform the following:

-Delete your tribes2/gamedata/modfolder/scripts/tricon2

folder
-Delete
tribes2/gamedata/modfolder/scripts/TriconLoadGame.cs
and .dso
-Do not extract the zip files to the mod folder.

Verify correct installation path:

Assuming your Tribes 2 game is located at C:\Dynamix\Tribes2 , you can verify that you installed everything correctly by looking for the following file:

C:\Dynamix\Tribes2\Gamedata\base\Tricon2Server.v12 (This is the main server package)

If this file exists at the specified locations, then you have extracted the .zip file properly.

Custom menuitem scripts

Custom menuitem scripts from versions v290 and earlier will interfere with the new v291+ versions of TriCon. Be sure to remove or convert these files or you will find as many basic TriCon menus not working. (Translation, if you have written custom menuitems, and they do not use 'registermenuitem' function, you will have problems)

Server Ispawn Command Line

(This section is for simple installations WITHOUT using ModChooser)

Your ispawn command line should look something like:

C:\Dynamix\Tribes2\GameData\ispawn.exe 28000 Tribes2.exe -dedicated -mod yourmod -nonpure

If you do not have a -mod parameter, you must have the -nonpure parameter. If you are using ModChooser, please refer to the ModChooser instructions later in this document.

Server Configuration

TriCon 2 creates it's TriconPrefs file automatically after the first time it is run.

- After you have the files installed, start your server and wait 20 seconds after the first mission starts.
- Shut down your server.
- Edit your tribes2/gamedata/base/prefs/TriconPrefs.cs file to your liking
- Be sure to set your \$Tricon::Telnet information (see below) and change your login password \$Tricon::ClientPassword to anything other than "tricon"
- Restart the server. Note that any \$Host:: settings will be found in base/prefs/serverprefs.cs and any \$Tricon:: settings will be found in base/prefs/triconprefs.cs

INSTALLATION, TELNET GUI

New Install or Upgrade

Extract Tricon2TelnetGui.zip to wherever you'd like to put it

Run the Tricon 2 program

Hit "connect"

Hit 'add server'

Enter the settings from your server, port, password, etc.

Hit "connect", it will connect to your server and display server info.

You must have the Tricon server pack installed on the server for the telnet GUI to work.

INSTALLATION, GAMECLIENT SCRIPTS*New Install or Upgrade*

Extract Tricon2GameClient.zip to Dynamix/Tribes2/Gamedata/base folder.

TRICON SERVER MODIFICATIONS**ADMIN ACCESS**

There are 3 in-game admin levels:

Admin, password is in \$Tricon::RegAdminPW - admin access to basic base/mod admin items

SuperAdmin, password is in \$Host::AdminPassword - admin access to all base/mod admin items

TriconAdmin, password is in \$Tricon::ClientPassword - admin access to all Tricon admin items

Additionally there is admin access via the remote TriCon 2 Telnet GUI:

\$Tricon::Telnet::Port = numeric, sets the telnet port: Remote telnet/admin access to your server via the Tricon2.exe GUI

\$Tricon::Telnet::PasswordFull = text, sets the full-access telnet password

\$Tricon::Telnet::PasswordRead = text, sets the read-only telnet password

telnetsetparamaters(%port,%pass1,%pass2) is no longer used.

In-game Admins

There are several ways to become an admin:

- Type a chat message using the format "%mypassword". If your password is "bone" then you type "%bone" without quotes. It will not be seen by other players.

\$Tricon::ClientPassword = text/password. Set your password to "nul" to completely disable password logins.

- In your client console type `sad("mypassword");` Admin, Superadmin, and Triconadmin passwords are all accepted.
- Add the player's GUID to the Tricon AdminList. The player will be admined automatically every time he joins.
`$Tricon::TriconAdminList = "1234\t9999\t691313";` - use player GUID's separated by `\t` to add to list.
- Add the player's clan tag to the AdminClanList. The AdminClanList gives all members from the designed clans regular 'Admin' status.
`$Tricon::AdminClanList = "{NQP!}\tL-L\t[MyTag]";` Separate each clan tag with `"\t"`.
- The 'base' *"Add to Server Admin List"* menu has been repaired so it also gives the player admin immediately, without having to reconnect.

Telnet Admins

To connect to the server using the Telnet GUI, you need the following info to gain access:

Server IP - does not normally need to be assigned, but if you need to, use `$Host::BindAddress = "xxx.xxx.xxx.xxx"`

Server Port - `$Tricon::TelnetPort`

Server Telnet Password - `$Tricon::TelnetPasswordFull`

Restricting Admin Features

Server admins can disable any category of in-game menus. Does not apply to remote gui.

`$Tricon::Menu::Global::DisableAdmin = 0;` Eliminates menus under the 'Admin' heading

`$Tricon::Menu::Global::DisableMods = 0;` Eliminates all mod overlays and modchooser from the admin menu

`$Tricon::Menu::Global::DisableSettings = 0;` Eliminates all data-entry menu items from in-game admin menu

`$Tricon::Menu::Global::DisableToys = 0;` Eliminates 'toys' from the right-hand menu

`$Tricon::Menu::Global::DisableWeb = 0;` Eliminates www links from admin menu

`$Tricon::Menu::Player::DisableToys = 0;` Eliminates 'toys' from the player popup menu

`$Tricon::Menu::Player::DisableAdmin = 0;` Eliminates 'tools' from the player popup menu

Giving non-TriconAdmins (SuperAdmins, Admins) access to the TriCon server controls i.e. cycle missions, load prefs, etc.

`$Tricon::AdminMenu::AllowAdminAccess = 0/no or 1/yes.` Allows 'Admin' players access to the Tricon Admin menu

`$Tricon::AdminMenu::AllowSuperAdminAccess = 0/no or 1/yes.` Allows 'SuperAdmin' players access to the Tricon Admin menu

Disabling gameClient admin login

\$Tricon::ClientPasswordDisable = 0/normal or 1/disabled. Prevents players from logging-in in-game with the client password. An additional layer of security versus hacks for admins that have requested it.

MOD OVERLAYS

Mods that work over the top of whatever other mods the server is running...designed for clan practices or just goofing around.

\$Tricon::FairTeams = 0/off or 1/on: Fair Teams - Prevents players from switching to the larger team.

\$Tricon::GiveAllMod = 0/off or 1/on: GiveAll Mod - Players spawn with all weapons, 999 ammo.

\$Tricon::BeaconBoostValue = 3 or numeric. Velocity multiplication factor when boosted.

\$Tricon::ShrikeMod = 0/off or 1/on: Shrike mod - spawn in shrike

\$Tricon::MortarMod = 0/off or 1/on: Mortar mod - spawn with mortar

\$Tricon::SniperMod = 0/off or 1/on: Sniper mod - spawn with sniper rifle

\$Tricon::SpawnMod = 0/off or 1/on: Spawn Mod - inventory stations disabled, spawn play only.

\$Tricon::SpawnMod::EnergyPack = 0/no or 1/spawn with e-pack

\$Tricon::PracticeModeOn = 0/off or 1/on: Practice mod - Shooters gets damage readout & tone when they hit something; No flag capture limit... cap all you want, the mission won't end; No time limit... mission continues until you switch it; Max deployables increased

\$Tricon::Flag::InstantCaptures = 0/off or 1/on: Instant Flag Captures Mod - Capture is awarded x seconds after flag grab.

\$Tricon::Flag::InstantCaptureTime = 5 or numeric, num secs until captured after grabbed

\$Tricon::SimulatedNumPlayers = 16 or numeric. Small teams can buy deployables as if they had this many players in Practice Mode.

\$Tricon::BaseRapeMod = 0/off or 1/on: Base Rape controls - specify # players must be in server before base raping is allowed

\$Tricon::BaseRapeModMinPlayers = 8 or numeric, refers to the minimum # of players before base raping is allowed

\$Tricon::NoRape = 0/off or 1/on: No-Rape mod - cannot destroy generators, inventory stations under any circumstances (different than above)

Additional settings for add-on features

\$Tricon::FloodMod = 0/off or 1/on: Flood Mod - continuously rising and falling water level

\$Tricon::FloodBottom = 100 or numeric, refers to the lowest water level when flood recedes or starts note that most maps ground level is at 75-125

\$Tricon::FloodCrest = 150 or numeric, refers to the highest water level when the flood crests, in meters above floodbottom.

\$Tricon::FloodSpeed = 2 or numeric, refers to the rate of speed which the flood rises and falls. Setting this below 1 is extremely slow, and above 10 can cause lag

\$Tricon::CustomTurretMax = 0/off or numeric/number allowed:

Override Deployed Turret Max - Increase or decrease the number of turrets that are allowed.

MODCHOOSER

Please refer to the modchooser section near the end of this file.

ADMIN FEATURES

Additional tools for managing the server and the players

Most functions require Tricon 2 Client script pack. Also recommended is Crunchy's TabHudMenu.

Server Logs - TK's, chat, connect, admin activity. Logs show up in your base/logs folder, or (mod)/logs folder

\$Tricon::Log::UseConnectLogging = 0/no or 1/yes: TriconConnectLog - records player data when they connect - guid, ip, name, etc.

\$Tricon::Log::UseTKLogging = 0/no or 1/yes : TriconTKLog - records instances of team-killing

\$Tricon::Log::UseChatLogging = 0/no or 1/yes: TriconChatLog - records player chat and canned chat

GameAdminLog - records Tricon functions performed by admins

\$Tricon::Log::UseConsoleLogging = 0/off or 1/on - Logs *everything* in the server console to gamedata/console.log.

ComplaintLog - records player complaints made by public players (non-admins)

Tricon Ban

30-Year foolproof ban by GUID. Bans player until the year 2032.

\$Tricon::Ban::UseTriconBan = 0/regular ban or 1/30-year ban

\$Tricon::Ban::AllowBanByAdmin = 0/no or 1/yes. Allows ban by regular admins.

\$Tricon::Ban::AllowBanBySuperAdmin = 0/no or 1/yes. Allows ban by superadmins.

Anti-TK

\$Tricon::TK::TDAnnounce = 0/no or 1/yes. Audio "be careful" when player injures a teammate.

\$Tricon::TK::UseTkKicking = 0/no or 1/yes

\$Tricon::TK::MaxTKWarn = 3 or numeric. Max TK's before warning player, if enabled

\$Tricon::TK::WarnMsg = "If you continue to team-kill you will be kicked." / message the tker sees when warned

\$Tricon::TK::MaxTKs = 6 or numeric. Max TK's before being kicked, if enabled

\$Tricon::Tk::KickAnnounce = " is getting the boot for being a TK" / message all players see when the tk is kicked

\$Tricon::Tk::KickMsg = "You TK'\n P.O.S...\nYou're outta here!!!" / message the tker sees when he is tk kicked

Anti-Spam

\$Host::FloodProtectionEnabled = 0/off or 1/on: This setting is in serverprefs, not triconprefs. If not enabled, then the rest of these

settings are irrelevant.

\$Tricon::Spam::UseSpamControl = 0/dynamix or 1/tricon. Determines which version of spam protection is used.

\$Tricon::Spam::AllowSpamByAdmins = 0/no or 1/yes

\$Tricon::Spam::AllowSpamBySuperAdmins = 0/no or 1/yes

\$Tricon::Spam::AllowSpamByTriconAdmins = 0/no or 1/yes

\$Tricon::Spam::Message = "Quit yer yapping" or text. Msg spammer sees when he is spammed out

\$Tricon::Spam::ProtectionPeriod = 10000 or numeric. Number of seconds (x1000) of spam time to monitor

\$Tricon::Spam::MessageThreshold = 4 or numeric. Number of messages during spam time that are allowed

\$Tricon::Spam::PenaltyPeriod = 10000 or numeric. Number of seconds (x1000) to mute player after spamming

Restart/Reset Defaults

\$Tricon::NoReset = 0/normal or 1/no reset: No Server Restart - prevents server from resetting to 'default' map and prefs when everyone leaves

\$Tricon::AllowTriconAutoReset = 0/off or 1/reset. Tricon Reset - Reinitializes Tricon when server is empty. This only applies if

\$Tricon::NoReset is set to 0. If \$Tricon::NoReset = 1, then this setting will have no effect.

<NULL> Repair

\$Tricon::RepairNULLS = 0/no or 1/yes: Server may attempt to detect <NULL> glitch. If found, it will restart the server after the current map ends. *A word on <NULL>'s: They occur when Tribes2 runs out of 'tagged strings'. Once the limit is exceeded, you will see players with <NULL> as their name, turrets and players will have weird names appear, admin and player menus may not show up, etc. This situation will occur on **all** servers if they run long enough but the problem can be accelerated by high-usage and inefficient server scripts. TriCon has been tested to have only minimal impact on the server's tagged string capacity. If you have the <NULL> situation frequently occurring and it is not a high-traffic server, remove any other scripts you have, one at a time to test. Certain custom maps can have the same effect.*

Tournament Mode Team Selection

\$Tricon::Tournament::AllowLateJoinClanTeam = 0/no or 1/yes: Once a Tournament Mode match has started, this allows late-joining or rejoined players to join their teammates without being forced to the team by an admin. There must be at least one clanmate (determined by clan tag) on the team for this to happen (This prevents players from being able to autojoin the opposing team).

Static Team Names

\$Tricon::StaticTeamNames = 0/dynamic or 1/static - When enabled, this prevents the team names from changing with each mission. This refers to the way T2 changes from Storm/Inferno to Blood Eagle/Starwolf/etc.. in non-tournament mode. As this is a pain for clans that want to practice a particular map side, this makes the team names

the same as they would be in Tournament Mode.

Visible Spawning

\$Tricon::SpawnVisible = 0/normal or 1/visible - When enabled in Free-For-All mode, players 'fade' to visible in 1/2 second instead of the several seconds it normally takes.

Observer Chat Options

\$Tricon::ObserverGlobal = 0/no or 1/yes: Observers may global chat
 \$Tricon::ObserversCanSeeTeamChat = 0/no or 1/yes. Observers may see player TEAMchat from non-observers. Disabled in tournament mode.

Web Links

In-game web links for players that have the Tricon client installed. Directs their browser to the URL that you define.

Link arrays must be sequential 1, 2, 3, etc. Tricon will stop at the first break in sequence.

\$Tricon::WebMenu[1] = "Visit My Website". Name of web link #1

\$Tricon::WebURL[1] = "http://mywebsite.com" URL of web link #1

\$Tricon::WebMenu[2] = "Page the Admin" Name of web link #2

\$Tricon::WebURL[2] = "http://www.icq.com/xxxxxxx#pager" URL of web link #2

Old Scoring

\$Tricon::Scoring::OldFFA = 0/one hundred points per cap or 1/one point per cap when in Free For All mode.

\$Tricon::Scoring::OldTourney = same, but for tournament mode. Not recommended for match servers.

Admin Menu Override

\$Tricon::Menu::OverRideNormal = 0/base or 1/tricon - In some mods, the basic admin menus do not work with TriCon. This setting effectively repairs the problem by re-adding the 'base' admin menus. This setting could be used in other situations as well as there are slight enhancements to the base admin menus.

\$Tricon::Menu::OverRideTimeLimit = 0/base or 1/tricon - This should be set to '1' unless your change-time admin menu has a mod conflict of some sort.

Notify Clanmates

\$Tricon::NotifyClanmatesOnJoin = 0/no or 1/yes - When a player joins or drops, any player in the server with the same clan tag will get an audible notification. Very nice for match play.

Player Warnings

Successive warnings to a single player do progressively meaner things to him.

\$Tricon::WarningAnnounce = text. The message notifying all players that someone was warned.

\$Tricon::WarningMsg = text. The warning that the player sees.

SadSetPassword

SuperAdmins can use the command `sadsetpassword("whatever");` from their game console to set the server JOIN password. Use `sadsetpassword();` to clear it.

Silent Bots

`$Tricon::Bots::Silence = 0/chatty or 1/silent:` Prevents bots from using their sometimes-irritating canned chat.

Centerprint Messages

In-game admin centerprinting via chat messages. TriconAdmins and SuperAdmins can centerprint.

To use, send a global or team chat message that starts with `%x` where `x` is any number from 1-9, and it will center or bottomprint the message. Each number 1-9 has a different font & color that can be customized. Example: `"%2Closing server now.."`

`$Tricon::AllowAdminCenterprint = 0/no or 1/yes.` Lets regular Admins centerprint as well.

`$Tricon::MsgStyle1 = "<color:000000><font:univers condensed:22>";`

`$Tricon::MsgStyle2 = "<color:00FF00><font:sui generis:20>";`

`$Tricon::MsgStyle3 = "<color:FF0000><font:univers italic:18>";`

`$Tricon::MsgStyle4 = "<color:FFFF00><font:times:24>";`

`$Tricon::MsgStyle5 = "<color:00FFFF><font:verdana italic:16>";`

`$Tricon::MsgStyle6 = "<color:000000><font:verdana:18>";`

`$Tricon::MsgStyle7 = "<color:808080><font:arial bold:20>";`

`$Tricon::MsgStyle8 = "<color:ff0066><font:times:24>";`

`$Tricon::MsgStyle9 = "<color:FFFFFF><font:verdana bold:16>";`

Styles 1 - 5 are centerprinted, styles 6-9 are bottomprinted. Messages that are sent in Team-Chat are bottom/centerprinted to teammates only, but will not work during tournament mode. Color codes are hex RGB RRGGBB. Fonts are limited to the available T2 fonts and sizes listed here

Font tags must use the format `<font:name:size>`. Fonts larger than 16pt take more than one line to display.

Color tags must use the format `<color:RRGGBB>`

Available font styles:

arial 12, 13, 14, 16, 18, 20

arial bold 10, 12, 13, 14, 16, 18, 20, 24, 32, or 50

lucinda console 12

sui generis 20, 22

times 24, 36

univers 12, 14, 16, 18, 22

univers bold 16, 18

univers condensed 12, 14, 16, 18, 22, 28, 30

univers italic 16, 18

verdana 10, 12, 13, 14, 16, 18

verdana bold 12, 13, 14, 16, 24, 36

verdana italic 12, 13, 14, 16

Message Of The Day

Each player gets a custom MOTD when they join the server. Motd's can now be shown in sequence or animated.

Basic MOTD:

\$Tricon::MOTD = "Welcome to Tribes 2\nPlay Nice!" / the message

\$Tricon::MOTDDisable = 0/no motd or 1/use motd.

\$Tricon::MOTDTime = 10/numeric. This is how many seconds the motd stays on screen

Advanced MOTD:

Tricon v290 supports motd "pages" that you can display in quick succession to create animation effects.

This is how it works: First, you must define your 'normal' motd. If you do not want a normal one, just animated ones, then set your normal motd to "\n".

\$Tricon::MOTD = "Hi, this is my motd";

Now, set your display time for the normal motd. set it to '1' if you want the shortest possible motd time.

\$Tricon::MOTDTime = 10;

Ok, that covers your 'normal' motd, now Tricon looks for the presence of a MOTD sequence. You define one by assigning text to the motdseq array...

\$Tricon::MOTDSeq[1] = "This is the first panel";

\$Tricon::MOTDSeq[2] = "This is the second panel";

You can define as many panels as you like, as long as they are numbered consecutively. Tricon will stop at the first break in sequence. Now you must define your time interval between panels. The smaller the value, the quicker it changes from one panel to the next. There is a minimum setting of 0.1.

\$Tricon::MOTDSeqTime = 1;

Now, how to animate? You have to put some thought into it, and you need to use different methods to format the text. Here are the codes that format text in tribes:

"\n" ... skips to next line, you only have 3 lines to work with

"\n\n" ... skips two lines

<color:FFFFFF> ... translates to hex codes for RRGGBB.

Reg/Green/Blue...00 through FF

<justify:left> ...aligns text to left, instead of the default 'center'

<justify:right>..

<justify:center>

<lmargin:20> ... sets left margin to 20 pixels

<lmargin:20%> ... sets left margin to 20% of centerprint width

<rmargin:15> ... obvious

<rmargin:30%> ... same

<font:arial bold:20>... sets font to arial bold, 20 point. The available fonts and sizes are the same as what is available above.

will not display all of the time.

Animation tips:

To make something 'grow' in size, display the same text centered, but enlarge or reduce the font size with each consecutive panel

To make something blink, alternate the color of the text, setting every other panel to black 000000 or white FFFFFFFF or blank "\n" but using the same text

To make something move, increment the lmargin and set to left-justify

To make text chromatic, show the same text in several panels but with different colors

Use spaces to animate text, especially if your text is centered

```
"T-----E-----X-----T"
```

```
"T----E----X----T"
```

```
"T---E---X---T"
```

```
"T--E--X--T"
```

```
"T-E-X-T"
```

```
"TEXT"
```

You can also use this to show sequential MOTD's if you have a MOTD that is too large to fit on one panel, just set a high interval, like 3 secs, and have only 2-3 panels

Example:

```
$Tricon::MOTD[1]="<font:verdana bold:12><color:000000>This is my text";
```

```
$Tricon::MOTD[2]="<font:verdana bold:13><color:200000>This is my text";
```

```
$Tricon::MOTD[3]="<font:verdana bold:14><color:400000>This is my text";
```

```
$Tricon::MOTD[4]="<font:verdana bold:16><color:600000>This is my text";
```

```
$Tricon::MOTD[5]="<font:verdana bold:24><color:800000>This is my text";
```

```
$Tricon::MOTD[6]="<font:verdana bold:36><color:A00000>This is my text";
```

Will show verdana bold font, starting at 12 point, growing to very large 36 point, with color changing from black to red

Telnet MOTD:

```
$Tricon::MOTD::Telnet sets the welcome message that TelnetGui admins will see when they connect to your server.
```

OTHER TRICON SETTINGS

Strings

`$Tricon::BroadcastMsg[0]` = text/message Custom remote gui broadcast messages

`$Tricon::BroadcastMsg[1...]` = text/message

Add as many broadcast messages as you like, just be sure that they are sequentially numbered starting with zero.

`$Tricon::StfuMsg` = "`<color:FFFF11><font:arial bold:20>\nKindly shut the f*ck up.`" - or other text message. This is the message the player sees when you perform STFU on him. Silences the player until you STFU him again.

`$Tricon::MOTDDefaultFont` = text coding, text codes that will apply to any MOTD changes that are made in-game. The message may change, but the look you set up will remain.

`"<font:Arial Bold:18><color:F4D232>"` is default

Toggles

\$Tricon::NologCannedChat = 0/normal or 1/disabled. If canned chat logging is disabled, you will not see any canned chat in the remote gui console [VGS]Shazbot!

\$Tricon::Chat::NoEchoBotChatter = 0/normal or 1/disabled. For the remote gui, this filters out bot chatter from spamming up the monitoring console. It does not prevent them from talking, you just don't see it using the TelnetGui.

\$Tricon::UpdateClients = 0/off or 1/on. If a player is running an out-of-date tricon client but one that is compatible with weblinks, this will send him the latest client update via http. Can cause problems on the client if they have a slower machine in full screen, or have other issues with popping from full-screen to their web browser.

\$Tricon::Veh::NoAutoMountVehicles = 0/normal or 1/no Automount... disabled in Renegades

\$Tricon::DisableScriptAnnounce = 0/normal or 1/disabled - Tricon sends a brief centerprint message to players that do not have the tricon client scripts installed.

\$Tricon::FakeDeath = 0/disabled or 1/enabled. - Allows/disallows Tricon Fake Death by Tricon clients.

\$Tricon::DisplayOnMaster = 0/no or 1/yes - At startup, performs the same function as \$pref::Net::DisplayOnMaster. This setting was added due to the confusion of having *one* server setting stored in ClientPrefs.cs instead of ServerPrefs.cs or TriconPrefs.cs.

NoSmurfs can be toggled on/off using the in-game or TelnetGui.

CRC-Checking can be toggled on/off using the in-game or TelnetGui.

Settings

\$Tricon::LightningArea = 300 or numeric. Determines the radius of the storm around the player.

\$Tricon::Lightning::Accuracy = 0/low, 1/med, 2/high. Low setting means lots of near misses, high means quick death.

\$Tricon::Lightning::Intensity = 0/low, 1/med, 2/high. Frequency of strikes, 0 is intermittent, 2 is constant.

USING TRICON 2

Tournament Mode

To maintain integrity for ladder matches, the majority of TriCon features are disabled when the server is in Tournament Mode. All mod-overlays, private conversations, etc. will deactivate. The only TriCon modifications that exist in Tournament Mode are:

- Enhanced change-time-limit menu (option)

- Observers can global chat (option)

- Late-joining players can join their teammates without being 'teamed' by

an admin (option)

GameAdmin, Chat, and Connect logs continue to operate.

Menu Functions

The visible portion of TriCon is the menu items that appear in the 'lobby' menus. To make full use of these functions you need the TriCon client installed on your game PC. Most of these functions are available both in-game as well as on the Telnet GUI. To follow is a brief description of each menu functions:

Player Management Functions

Make Admin - Player has 'Admin' admin level, nothing more, nothing less.

Make Super Admin - Player has 'Admin' and 'SuperAdmin' rights.

Make Tricon Admin - Player has 'TriconAdmin' , 'SuperAdmin', and 'Admin' rights.

Make Not Admin - Player has no admin rights.

Force to Observer - Player is moved to observer mode.

Force Everyone to Observer - All players moved to observer mode. Original team info is stored for later use.

Restore Observers to their Teams - Players that were 'Force Everyone'd return to their teams.

Permanent Observer - Makes player observer, nothing and nobody can let him join a team once this has happened. Quite mean. Player must reconnect to join a team.

Report Player - Non-admins can use this to log a complaint about a player. Shows up in logs/ComplaintLog.cs.

Setup Teams For Match - All players with same clan tag as the target player are moved to his team, everyone else is moved to the opposing team.

Team Change - Moves player to the opposing team, useful for circumstances where the 'base' functions don't work.

Warning - Player is warned for his behavior. Each successive warning against the same player results in escalated disciplinary action including disabling movement, muting, and death.

WHOIS - Displays information on the player, including real name, GUID, etc.

List Game Admins - Shows you all of the admins in the server.

Server Administration

Add a Bot - Adds one new bot to the server.

Remove All Bots - Kicks every bot.

Max # of Players - Sets the server player limit.

Message of the Day - Sets the server MOTD to whatever you enter.

Server Password - Sets the server 'join' password to whatever you enter. Announces the new password to all *admins* in the server.

Cycle Mission - Ends the map and starts the next map in rotation.

Restart Mission - Ends the map and starts over on the same map.

Restart Server - Announces server restart, kills the server. If running Ispawn, the server will restart.

Save Server/TriCon prefs - Writes existing values of \$Host:: and

\$Tricon:: variables to their prefs files.

Load Server/TriCon prefs - Restores settings from the prefs files.

Dump Chat Log - Echoes the server Chat Log to your client console, access by pressing the ` key. In newer clients it also writes the log to your /logs folder.

Dump Complaint Log - Echoes the server Complaint Log to your client console, as above.

Dump Connect Log - Echoes the server Connect Log to your client console, as above.

Dump GameAdmin Log - Echoes the server GameAdmin Log to your client console, as above.

Toggle Out-Of-Bounds Damage - Renegades servers only.

Change Mod to... - Only appears if modchooser is activated. Restarts the server to run the selected mod.

Mod Overlays & Gameplay Changes

Practice Mode - Ignores the server time limit, ignores the mission score limit, overrides the limit on deployable turrets by pretending the server has \$Tricon::SimulatedNumPlayers number of players. Player is given detailed damage info when he damages a player, object, or vehicle.

Beacon Boosters Mod- Using the 'deploy beacon' key multiplies the player's velocity by \$Tricon::BeaconBoostValue.

Fair Teams - Prevents players from switching to the larger team.

All Weapons Mod - Players spawn with all weapons and an energy pack.

Instant Captures - When flag is grabbed, the player scores a capture if it's held for \$Tricon::Flag::InstantCaptureTime seconds. Dropped flags return to their flagstand after the same time interval. Scoring is reduced to prevent premature cap-out.

Mortar Mod - Players spawn in heavy with mortar as their only weapon.

Shrike Mod - Players spawn in shrikes.

Sniper Mod - Players spawn in light with only sniper rifle and energy pack.

Spawn Mod - Players cannot use inventory stations.

\$Tricon::SpawnMod::EnergyPack determines if they spawn with energy packs.

No-Rape Mode - Generators and stations cannot be damaged or destroyed.

Base-Rape Administration - Players cannot damage stations or generators until there are \$Tricon::BaseRapeModMinPlayers number of players in the server. Prevents baserape when there's not enough people for repairs.

Silly Functions

Barry White - Gives target player(s) a deep voice. Undo with the 'Fix Voices' function.

Cloak - Makes player invisible until dead.

Death Warrant - Puts bounty on player's head. Player shows as 'enemy' to all other players. The person who executes the target player gets a bonus - all weapons.

Disable Move - Player(s) cannot move until undone. Undo by repeating

the function.

Drop Tank - Tank falls from sky above player's position.

Fireworks - Turns sky to nighttime, puts on a fireworks show in a large radius around the target player. Repeat to turn off, but you can't get the sky back until the map changes.

Celebrate - same as Fireworks, but without replacing the sky.

Give All Weapons - calls the game mod's 'giveall' function, giving the player all the weapons that the modmaker (or base) included in the function.

Lightning - Calls in a lightning storm of \$Tricon::LightningArea radius, of \$Tricon::Lightning::Intensity strike-frequency, and with \$Tricon::Lightning::Accuracy accuracy level. Undo by player dying, or repeating function on the *living* player.

NoFriends - Player shows as 'enemy' to all other players on all teams, as well as turrets. Undo by repeating function on the player.

PDA - Hump the bitch. Well, maybe I'll do a little humping too :)

Shred - Player... Blender.... Puree... Ewwwww.

Silence Player Without Telling Him - Mutes player, his messages are still echoed to his chat hud but no one else has to see his text.

Silent Death - Player dies without fanfare.

Steal Nuts - Player(s) get a falsetto voice and tits. Undo with 'Fix Voices' function.

STFU - Sends player an impolite message, he can no longer chat. Undo by repeating function on player.

Instant Flood - Floods the map, water level rises to the *living* target player's feet. Undo with 'Remove Tricon Floods'.

Red 5 Standing By- Spawns a squadron of shrikes at the player's location. Caution - large numbers of shrikes will quickly lag the server.

Delete Tricon Vehicles - Removes (most) vehicles that were spawned by the TriCon menu functions.

Add-on Silly Functions - most are downloadable from www.tricon2.com

Drop Lots of Tanks - Poor guy, it's raining tanks.

These Things Can't Fly? - Spawns player in the clouds... strapped to an MPB/meteor. (If you position it right, sometimes the MPB won't explode:)

Blow Up Player - Player deploys a satchel with a short fuse. Only works on living players that are not in vehicles.

Blow All To Hell - Poor bastard just can't stop deploying these exploding satchels! Undo by repeating the function on the player.

Caution, this **really** pisses some people off.

Skyrocket - Turns player(s) into a roman candle, woosh.

Head Trip - Trippy visual effects, especially cool with precipitation turned on. Undo by repeating the function but the sky will be slightly altered until next mission.

Make Rain/Snow - Creates or adds to a rain or snow storm. Random colors available. Undo with 'Remove Tricon Rain' or 'Remove Tricon Snow'.

Wonder Woman - Player finds himself visibly sitting in an invisible shrike. Hope he reacts quick because the shrike spawns heading towards the ground.

Repair Bases and Return Flags - Does what it says, but not entirely consistently.... hence is not released with TriCon.

Fart - Grumbly sounds, smoke cloud...

Come Hither - Requires a key binding. Moves all players to your location.

Teleport - Requires a key binding. Teleports you to where your reticle is pointed, up to 3000m away.

Developers Add-on Functions

These items require the Developers.cs script available from www.tricon2.com . They are useful developer's tools, but are not recommended for servers that do not have need of them.

Console Command For Developers - Server executes the statement that you enter. Use exact console syntax. Accepts any statement that is valid at the console. Does not function in Tournament Mode.

File Viewer For Developers - Echoes the text contents of the file that you specify within the current mod path. Also writes data to the client's /logs folder. Can also be called via telnet using the viewfile(%filename) function.

Invulnerability For Developers - Player is impervious to normal damage methods. Hooks the onDamage functions via the main TriCon package.

ModChooser

TriCon 2 ModChooser is a reasonably successful tool for switching server mods via the admin menus. You can, for example, switch from Base to Base++ to Renegades without having access to the server desktop. ModChooser may not work with all mods but it's extremely convenient for the mods that it does work with.

Setting up ModChooser

To use ModChooser, you define the mods that you want to use it with.

Do this by closing your server, editing your base/prefs/triconprefs.cs file. Add the line `$Tricon::ExternalMod[1] = "MyModName";` For the mod name, use the name of the folder that the mod is in, i.e.

tribes2\gamedata\renegades would use "Renegades" as the name.

Set up as many mods as you like, as long as the mod exists on your server and you use the correct name for each mod.

Each separate mod must be indexed sequentially.

`$Tricon::ExternalMod[1], $Tricon::ExternalMod[2], etc..` If you skip a number it will not register the rest of the mods.

What you have done so far is tell TriCon which mods you have available on the server. They will show up as menu items in your TriCon GameClient as well as your TelnetGUI.

Next you must set your 'default' mod. This is the mod that the server normally runs, and will be the mod it runs after a crash or restart. Edit the line `$Tricon::ExternalModDefault = "base";` to represent whichever mod you normally run on the server.

Copy your base\prefs files to your mod\prefs folders, and edit with any changes you wish to make for the mod.

Here's an example from my server:

```
$Tricon::ExternalModDefault = "Base";
$Tricon::ExternalMod0 = "base";
$Tricon::ExternalMod1 = "base+";
$Tricon::ExternalMod2 = "syrinx";
$Tricon::ExternalMod3 = "havoc";
$Tricon::ExternalMod4 = "DuelMod";
$Tricon::ExternalMod5 = "tkbractice";
$Tricon::ExternalMod6 = "renegades";
$Tricon::ExternalMod7 = "monstertrux";
$Tricon::ExternalMod8 = "shifter";
$Tricon::ExternalMod9 = "ninjaMod";
$Tricon::ExternalMod10 = "ultrabase";
```

ModChooser Notes

The first time you run a new mod, you should manually compile all of the scripts. Do this by switching to the new mod, then using the "Prebuild - Compile .dso's" option from the in-game or telnet admin menu (or type `prebuild()`; at the console). You should only have to do this one time for each mod.

If you upgrade your mod to a new version, you will again want to prebuild it.

With Linux being case-sensitive to folder names, Linux servers should double check that the mod names defined above match exactly the spelling and case of the actual mod folder.

COMPATABILITY

Base - No problems reported.

Base++ - All known issues have been resolved.

Renegades - No problems reported. Tricon has Renegades enhancements.

Duel - No problems reported. Install Duel mod to it's own mod folder.

Arena - After a restart or mod change, the server will start with the mission defined in your base prefs, not your Arena prefs.

BWAdmin - No problems reported. Cannot use both Tricon and bwadmin MOTD's... pick one or the other.

Syrinx - All known issues have been resolved.

UltraBase - No problems reported. Ultrabase was designed for use with Tricon 2.

Anarchy - No problems reported.

NinjaMod - All known issues have been resolved..

Meltdown 2 - All known issues have been resolved.

TAC 2 - Serious compatibility problems reported.

Arena - If you use Modchooser with Arena, you will have a hard time defining the initial Arena map.

UltraVX - No problems reported.
Freebase - No problems reported.

BUG LIST

As bugs are reported, they will be added to this list. [Report a bug](#)

- 'Message Player' option on player popup menu does not work....*In the works.*
 - If you connect to a server immediately after a restart, the ModChooser options will not show up in the mods menu. *This is because it takes 40 seconds from server restart before the mod list is created. If you have ModChooser mods defined but they are not showing up in the TelnetGui, reconnect to the server in 40 seconds.*
 - Team names, flag status, team scores do not show up on the main panel where they used to. *This is on the list of things to finish. Check back for updates.*
-

MISSING INFORMATION

Server admins requiring more information should post their question on the support forum. These requests will be used to improve the manual.

Mod developers that need technical information about TriCon 2 should contact [{NQP!}Qing](#)

SPECIAL THANKS

Many thanks to the people that have helped develop and refine TriCon 2. The list is not all-inclusive, for which we apologize. If you have been overlooked, please remind us! In no particular order:

KiKiN - winner of the 'found the most bugs' award.
kleaver - hands-on debugging and code contributions
Corneo - beta testing, bug catcher
{NQP!}Keeper - tournament-mode testing
Pandora Networks - high-intensity beta testing :)
[sCs]Hellrazor07 - beta testing, bug catcher, mod compatability
RWX Sgt. WQIf & EZ-Target- collaboration with Renegades mod
Grimlok - website and image design, retired member of the development team

tubaguy - scripting and programming, retired member of the development team

Redemption - beta testing

Kamikaze - beta testing

TribesClans.com - free plug

Nemeses - beta testing

L-L Anonymous One - tournament-mode testing

ZXel-Clanservers.net - material support of TriCon development

gmmccurdy - bug reports

Achenon - bug reports

Vlasic -TWL - pointing us in the right direction

The OGL - hehe just kidding =P

H^H Crunchy - thanks for TabHudMenu!

The many scripters & modders who have released their projects as open-source so us newer guys can learn from their techniques, including Presto, Writer, Zear, Virus, Wizard_TGP, Cowboy, z0dd, Poker, Crunchy, and friends.