

[Start](#)[Forum](#)[ScreenShots](#)[Manuals](#)[Support](#)[Downloads](#)[The Team](#)

# TRICON MANUAL

## TriCon 2 V301.12 Manual [\(All other manuals click here\)](#)

*Updated May 30, 2004*

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

### INSTALLATION

Tricon 2 comes in 5 separate downloads:

- 'Lite' Server Script Pack
- Server Expansion Pack (optional server enhancements)
- 'Crap Pack' (silly server menus like lightning, dropping MPB's, etc..)
- 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"
- Set up your server's time zone using \$Tricon::Time::ZoneDescription = "ET" or "PT" or whatever timezone the server is in.
- Start 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 and put "quotes" around the entire thing.
- 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 Administration - 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 if BaseRape Administration is on

*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.

### *Cancel Vote*

TriConAdmins have the option to cancel a vote-in-progress. The menu item will only appear if there is a vote to cancel.

*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://wwp.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.

#### *SadSetMaxPlayers*

SuperAdmins can use the command sadsetmaxplayers("whatever"); from their game console to set the server maximum # of players. Requires TriCon2 GameClient v305+.

#### *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.

*Time Handler:*

```
$Tricon::Time::ZoneDescription
```

is the text description for the time zone the server is in. When the server displays the current time, it will add this string to the end of it so players know which time zone the time applies to. Example, if you're on East coast, just set it to "ET" and the time will display as "12/30/02 17:32:00 ET". Default value is "(local)".

*Client Queries:*

The following keywords, when typed as a chat message, will trigger a response from the server:

"timelimit" - Server will respond with the current time limit

"time" - Server will respond with the current date & time according to the server PC's internal clock.

#### *Vote Controls:*

You have the option to restrict which things on-admins can vote on: \$Tricon::Menu::OverRideNormal = 1 - Must be set to '1' or none of the following settings will take effect. However, doing so will override the lobby menu code of the mod. If you are running a mod that uses custom lobby/admin functions, they will not be available.

\$Tricon::Vote::AllowForceStart = 1/yes or 0/no - Players may vote to start the map in Tourney

\$Tricon::Vote::AllowKicks = 1/yes or 0/no - Players may vote to kick

\$Tricon::Vote::AllowNewMission = 1/yes or 0/no - Players may vote to change the map

\$Tricon::Vote::AllowTDVotes = 1/yes or 0/no - Players may vote to turn TD on/off

\$Tricon::Vote::ModeAllowFFA = 1/yes or 0/no - Players may vote for free-for-all mode

\$Tricon::Vote::ModeAllowTourney = 1/yes or 0/no - Players may vote for tournament mode

\$Host::AllowAdminPlayerVotes = 1/yes or 0/no - This is a normal 'base' setting included here for convenience

## 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... Ewwww.

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](http://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 and it of course, rapes their whole base when they spawn near their stations, gens, etc.

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 - Just what is says. Doesn't repair vehicle pads.

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](http://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.

### *Console Ban*

If you know the GUID or clientId of the player you want to ban, you can type `ban(guid [,client])`. If you don't know the guid, put it as "0" and use the clientId as the second parameter i.e. `ban(0, 3235)`; You can get both numbers by running Whois on the player from the in-game menu or the TelnetGui.

### *Removing a Ban*

It's easy enough to ban someone in Tribes 2. Unbanning someone is a different story. Here are some things you can do to remove a ban, choose your method depending on the level of access you have to the server.

#### *Find the player GUID*

Restart the server. This writes all of the current bans to a file so you can review the most up-to-date list. Figure out the GUID of the player you want to unban. Look in `prefs/banlist.cs` for the list of players banned on your server. They're listed in the format `BanList::addAbsolute(GUID, "0", Duration)`; If you have several bans, you may have to do some work to determine which GUID goes with the player you want to unban. You can look through your Connect Log (`logs\TriconConnectLogV2.csv`) or Admin Log (`logs\GameAdminLog.txt`) for the player's name and GUID.

*Unban*

Once you know the GUID of the player, type unban(guid); at the server console or telnet "raw console".

*Rinse, repeat*

Looks easy enough, except you have to do this for each mod you run. Use ModChooser to switch to each mod. After the server comes back up, repeat the above console lines then switch to the next mod.

**COMPATABILITY**

**Anarchy** - No problems reported.

**Arena** - If you use Modchooser with Arena, you will have a hard time defining the initial Arena map. Also there have been reports of the TriconAdminList not working.

**Base** - No problems reported.

**Base++** - All known issues have been resolved. If Base++ looks more like base, try running prebuild();

**Base--** - No problems reported.

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

**Classic** - No problems reported.

**Construction** - Some conflicts reported, refer to forum if you have issues with Construction & Tricon

**Duel** - If you use Modchooser with Duel, you will have a hard time defining the initial map. Also there have been reports of the TriconAdminList not working. Install Duel mod to it's own mod folder.

**EliteRenegades2** - No problems reported.

**Freebase** - No problems reported.

**Herc Mod** - No problems reported.

**Meltdown2** - All known issues have been resolved. Meltdown2 requires Tricon2 v300.6 or greater.

**NinjaMod** - All known issues have been resolved.

**Pizzamod** - No problems reported.

**Racemod** - No problems reported.

**Renegades** - No problems reported. Tricon has Renegades enhancements.

**Shifter** - There is a problem with respawning with your full loadout... not working.

**TAC 2** - Serious compatibility problems reported (possibly resolved with 300.26?)

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

**UltraVX** - No problems reported.

**Version2** - No problems reported. Version2 mod was developed on a TriCon platform.

**Veteran Mod** - No problems reported.

## BUG LIST

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

- 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.*
- Mission list cannot handle multiple maps with the same name, even if they are of differing types (ctf vs siege, etc). Only include one version of a map in the mission list for now. *Low priority, but it's on the to-do list.*
- Mission list cannot distinguish between mission types (ctf, dm, rabbit, etc) for maps that have more than one game type. It will play the map but using the current game type. This is not an issue with single-type maps. *Low priority, but it's on the to-do list.*
- You may run into problems using newer gui's with older servers and vice versa. v300 server and TelnetGui both have some significant changes in how they communicate with each other that will not work with older versions.
- Some \$host:: prefs do not show up in the TelnetGui's options list. *Medium priority, have been working on this one for quite a while now.*
- Some prefs with "" value can screw up the raw console so that it keeps repeating the pref instead of echoing new console data. *Thank God it's rare, because I've pulled a lot of hair out trying to find the cause.*

---

## 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... the ultimate TriCon grease monkey :)  
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. WQlf & 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  
L-L Anonymous One - tournament-mode testing  
gmmccurdy - bug reports  
Achenon - bug reports  
Vlasic -TWL - pointing us in the right direction  
The OGL - hehe just kidding  
H^H Crunchy - thanks for TabHudMenu!  
Yogi, Stinkfist, TheRoDent - date/time support  
Sir DeuCeS of 4\_kov - beacon booster tweak (uses normal beacon when stationary, booster when moving)  
DynaBlade - for assistance in resolving Meltdown2 conflicts and generally being a good sport  
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, Poker, Crunchy, and friends.