

RELAYRACE

The ultimate team racing mod for xaseco

Thankyou for choosing to downloading the relayrace-plugin. This document will instruct you on how to install, setup, translate and run a relayrace-mod on your server. The rules and functionality are based on the original stand alone relayrace-mod done by des bois.

GAMEPLAY

This plugin runs a virtual game mode where players race in teams against each other in a continous race over a number of stages or legs. Players within a team take turns in racing each leg (as in a relay race).

Players vote to select an environment and a map to race on. Then choose teams. Players can practice during the warmup (team selection timeout) to learn the track, then the race begins.

An optional competiton mode can be enabled that awards points over a set number of races (similar to the normal cup mode).

INSTALLING

In order to install the plugin, you need to follow instructions below:

1. unzip the zip-file to xaseco base directory.
2. edit xaseco's plugins.xml and include folloing row:
`<plugin>plugin.relayrace.php</plugin>`
3. edit relayrace.xml at xaseco base directory to suit your needs
4. restart xaseco.

Note, if you use fufi widgets, make sure, that right edge of screen is available for relayrace graphics, or be prepared to instruct players to press F7 to hide fufi widgets when you enable relayrace.

SETUPING THE PLUGIN

The plugin has it's options file at xaseco base directory, and it's named as:
relayrace.xml

You can change the defaults of plugin here, so you don't need to be change the settings ingame all the time. The file is structured and well commented, but here is a detailed information of all the settings.

GAME

- <teams> - set the number of teams, max. 8
- <players> - set the number of players, min. 1
- <default_stages> - set the default number of stages to play min. 1
- <Points> - set the competition awarded points
- <Default_environment> - can be one of following: Alpine, Bay, Coast, Island, Rally, Speed, Stadium. (Forces only one type of enviroment to be played)
- <TA_timelimit> - set the default timelimit for time attack mode when the relay race is disabled.
- <WU_duration> - set the warmup time which is the team select timout (multiplier of gold time of the track)
- <Show_Connect_info> - set true, to enable ingame chat display for player connections
- <Team_Locking> - set to true to allow team locking. (only available to teams with 2 players)
- <Skip_votes> - set true, to disable user voting of environments and tracks
- <Shuffle_tracks> - set true, to randomize tracks list on track vote screen.
- <Locale> - change locales, see section: "translating the plugin"
- <hide_logo> - set true to hide title-logo

COUNTERS

- <Select_Environment> - Timeout for vote select environment
- <Select_Challenge> - Timeout for vote select map / track
- <TeamFinish> - Timeout until endscreen after the first team finishes
- <Show_Scoreboard> - Timeout for scoreboard display
- <ShowPoints> - Timeout for competition leaderboard display

TEAMS

- <teamX> - you can define the default team names here.

RUNNING RELAYRACE

When you start xaseco the plugin will be disabled. You have to enable the relay-mode by a chat command. Everyting else is then handled by the plugin.

In-game commands for admins (xaseco admins and masteradmins)

/relay start	Enables relay race mode
/relay stop	Disables relay race mode
/relay comp [number]	Starts a competition over a set number of races
/relay select	Enables enviroment and track selection
/relay selectoff	Disables enviroment and track selection
/relay spec	Forces all players to spectator. (Only for bug usage)
/relay specoff	Forces all players to be players (Only for bug usage)

In-game commands for all players

/relay name [name of the team]	Only during team select phase
/relay lock	Only during team select phase
/relay unlock	Only during team select phase
/relay help	

TRANSLATING RELAYRACE

1. go to <http://www.poedit.net/> and download the application for your platform
2. open messages.po from this directory
3. translate
4. save
5. copy .po and .mo files to your locate directory:
/locale/xx_XX/LC_MESSAGES
6. then edit relayrace.xml to have your locale xx_XX
7. restart xaseco

DEVELOPEMENT AND THANKS

Developed by:
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Assisted by:
Mikey

Great thanks goes to all who helped with testing the plugin, especially the guys who patiently stayed for long periods of time at developing server helping out testing the essential parts:

Don | Athlon
[UMF] pikku-w
[UMF] vompatti
TDO | mucho
Rick

Comment by Mikey:

Special thanks for Reaby for developing this plugin for public use in the TM community.

Hopefully this will be enjoyed by a great many TM fans !

This plugin is opensource and released under lisenice of CC-by 3.0