





Manual of TMC.

Introduction:

TMC is a graphical shell for the ld.exe (**tmchu**) program written by Mario (**ld** also had its own server for playing games over the network). But with the departure of Mario, ld.exe (and its server) lost support, and TMC continued to develop and acquired some chips and acquired its own server. Let's see what's in the program

-  TMCdata
-  TMC.exe
-  TMCsettings.xml
-  WpfAnimatedGif.dll

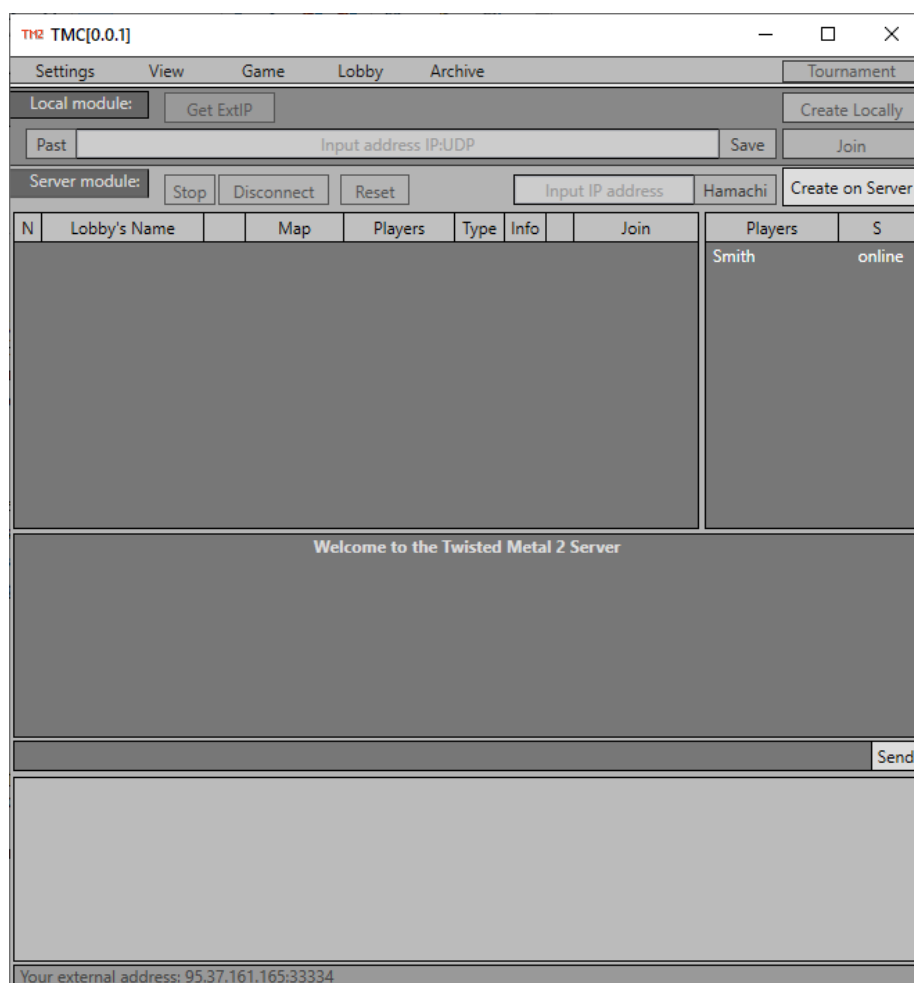
Contents:

TMC consists of

- the TMC.exe file itself, through which the program is launched
- TMCsettings.xml settings file
- third-party library for playing gif-animation
- and folders with game resources (pictures and sounds)

If there is no settings file, the program creates it on startup with default settings.

Now in Luke's r2p build, both TMC and ld are in the same place - in the main folder with the game, and for better compatibility they can be run through the r2p launcher.



After starting the program, the main window appears:

Let's take a closer look at its main elements.

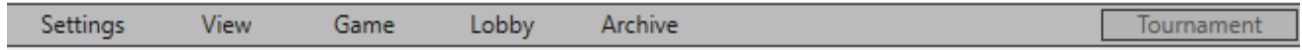
Pay attention to the version of the program in the header of the about window, in the discord group

(<https://discord.gg/fJphhb9gX6>) or in messages on the server there will be information about the availability of new versions, to install a new version, most often it is enough to change only the TMC.exe file (last version as of 30.5.2022 is 0.0.4):

TMC[0.0.1]

Settings View Game

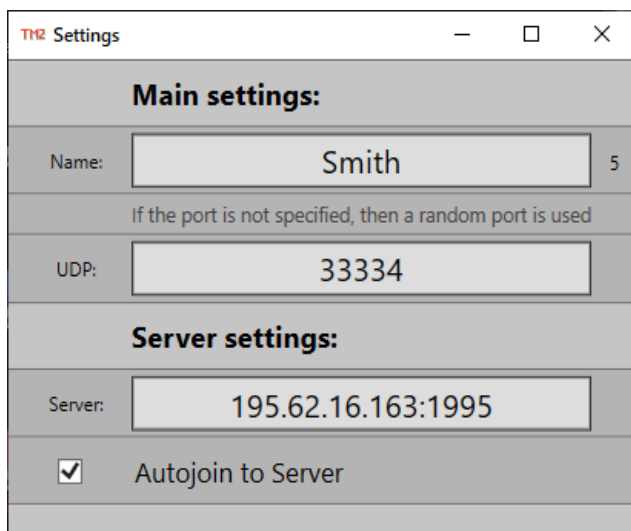
Below is the main menu.



The menu can be hidden by dragging the lower separator with the mouse, if you don't have a menu, try to find the separator and drag it down.

Attention! Almost all settings with scrolling options occur with the right (forward) and left (back) mouse button, this applies to game modes, the choice of cars, maps, teams, scores and so on.

Let's go in order



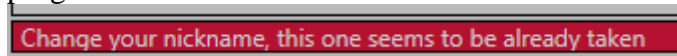
Settings - Settings

When you click on Settings, the connection to the server is automatically disconnected and the socket is closed, you can use this if you want to reset the connection (if you see some errors or you cannot enter someone else's lobby)

In the settings you need to specify

- your name (it is better to use the name by which others know you)
- UDP port, if you know how to open ports, then it is better to specify an open port here, if this is the first time you hear about opening ports, you can leave this field free or specify any port up to 65535
- server address, here should be the actual address in the format ip:udp
- autojoin checkbox at program start

If you do not fill in these fields, the program will try to connect you to the server under the default name, but it may be busy, then you will see an alert in the information bar at the bottom of the program:



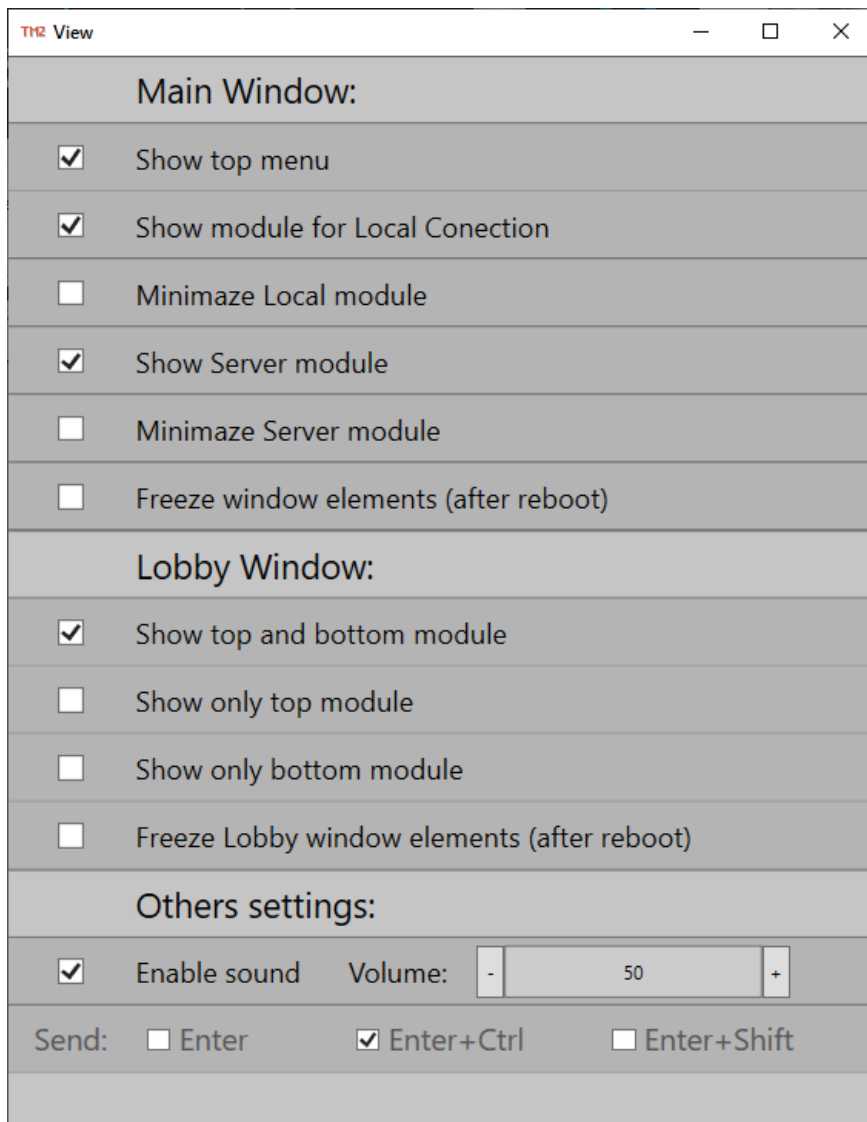
Change your name and try again.

For the changes to take effect, it is enough to close the Settings window (the settings of the remaining windows are also saved when closing).

View

Here you can customize the appearance of the main window and the lobby window.

In addition, you can customize the sound and send messages to the main chat and chat lobby



Main Window:			
<input checked="" type="checkbox"/>	Show top menu		
<input checked="" type="checkbox"/>	Show module for Local Conection		
<input type="checkbox"/>	Minimize Local module		
<input checked="" type="checkbox"/>	Show Server module		
<input type="checkbox"/>	Minimize Server module		
<input type="checkbox"/>	Freeze window elements (after reboot)		
Lobby Window:			
<input checked="" type="checkbox"/>	Show top and bottom module		
<input type="checkbox"/>	Show only top module		
<input type="checkbox"/>	Show only bottom module		
<input type="checkbox"/>	Freeze Lobby window elements (after reboot)		
Others settings:			
<input checked="" type="checkbox"/>	Enable sound	Volume: - 50 +	
Send:	<input type="checkbox"/> Enter	<input checked="" type="checkbox"/> Enter+Ctrl	<input type="checkbox"/> Enter+Shift

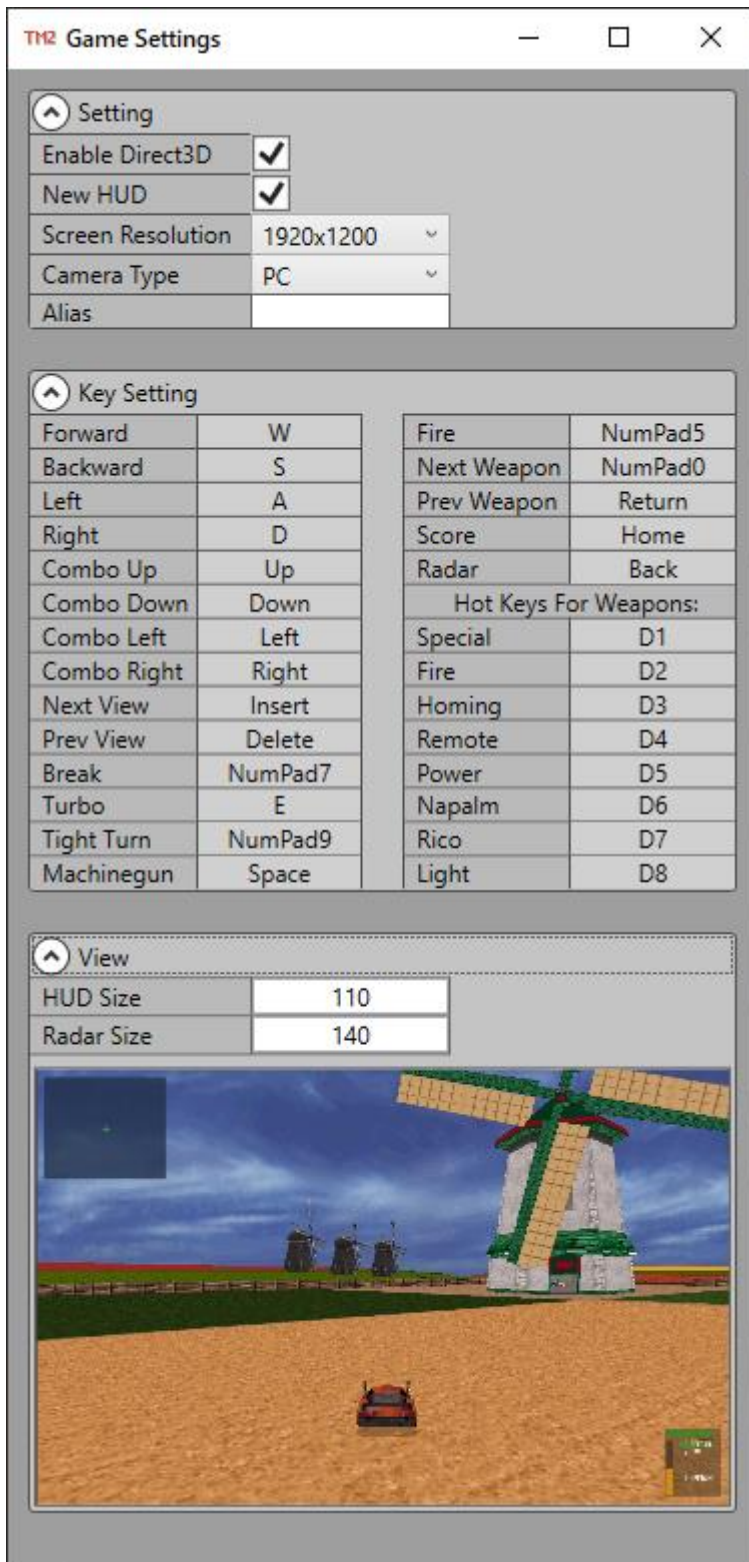
Game

These are the settings of the game itself, you can

- disable/enable direct 3d (DirectDraw)
- disable/enable new interface (works when direct3d is enabled)
- adjust resolution (works when direct3d is enabled)
- select the type of camera (in the console version it moves smoothly behind the player)
- Alias not used
- configure controls and hot buttons (the button to remove the radar does not work for the new interface, you can reset it in the settings below)
- customize the display of game elements

Important!

The camera in the game has 4 settings: up-down (Next View - Prev-View), close-far (Radar + Next View - Radar + Prev-View)



Lobby

Here you can set the default settings for the lobbies you have created. Specifying:

- name of the game
- map
- your car
- team number
- score until how many deaths will the game

- the maximum number of players (the option does not work yet, you can close the game at any time yourself or set a password)
- game type: Original (second shield, fire damage - 10 and homing damage -7) or Mod (changes are described in other articles)
- lobby password
- description
- checkbox close the lobby after creation
- your car and team if you enter someone else's game
- is respawn and its timer enabled
- there are several types of respawn

1) flashing shield - just blink the shield, the shield itself does not work as a defense, only an indicator

2) disable weapons - you will not be hit by missiles and combos of frost and fire

3) join mode 1+2

- game mode, now there are 4 modes I will describe them

1) **closed after start** : this is the normal game mode where after everyone in the lobby presses the ready button, the host will start the game and the lobby will be closed to others and after the host exits the game, the lobby will open

MODE:

2) **open to viewers**: the lobby remains open after the start, but the rest can only be viewers

3) **start with bots**: the mode in which you can set bots before the start of the game (the number of all players with bots should not exceed 8 otherwise you will catch an error when starting the game), the player can exit the game and take the car of a free bot and enter the game again on this machine, after the start the lobby remains open, unless the host closes it himself.

The **bot** is a dummy in the current game, the bot occupies the car so that later another player can take it from the bot

4) **bots always**: this is also a mode with bots, but now when you exit the game, you leave behind a bot, so you can change cars by choosing free ones, statistics at the end of the game will be common for all cars that you played

- checkbox show statistics after exiting the game
- checkbox use settings in this window, if not selected the last settings played with will be used

TH2 Lobby Settings

For Host:

Title: Lobby Title (eng)

Map: Los Angeles

Car: Hammerhead

Team: 0

Score: 0

Max Players: 0

Type: Modification

Password: Input password

Description: Input discription

Close: - close the lobby immediately upon creation

For Guest:

Car: Hammerhead

Team: 0

Others:

Respawn: off 0 sec

Mode: bots always

Statistics: - show statistics after the game

- always use default settings for lobby creation

Архив — Archive

TH2 Analysis

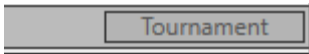
Games logs	Name	Car	T	K	D	Spec	Fire	Hom	Rem	Pow	Nplm	Rico	Ligth	Freez	Mine	Nplm	Shield	Jump	Invis	MinionSP	Mgun	Turbo
27.04.2022 18:46	Smith_	Hammerhead	0	0	0	0	1	0	0	0	0	0	0	0	5	0	1	4	0	0	31	48

Delete

Save

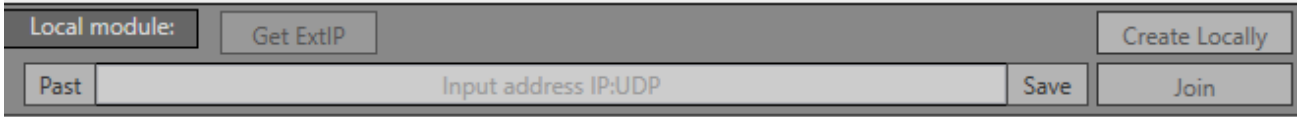
Here is a list of your saved games, on the left is the date, click on it with the mouse and statistics are displayed to delete the entry, select the game by date and right-click - Delete and then save
 In the statistics, all the information about deaths and kills, weapons fired, combos done, machine gun and turbo spent.

In the very right corner there is a **Tournament** button - you can start the game for passing, with a new interface.



We're done with the menu let's move on

Local module:



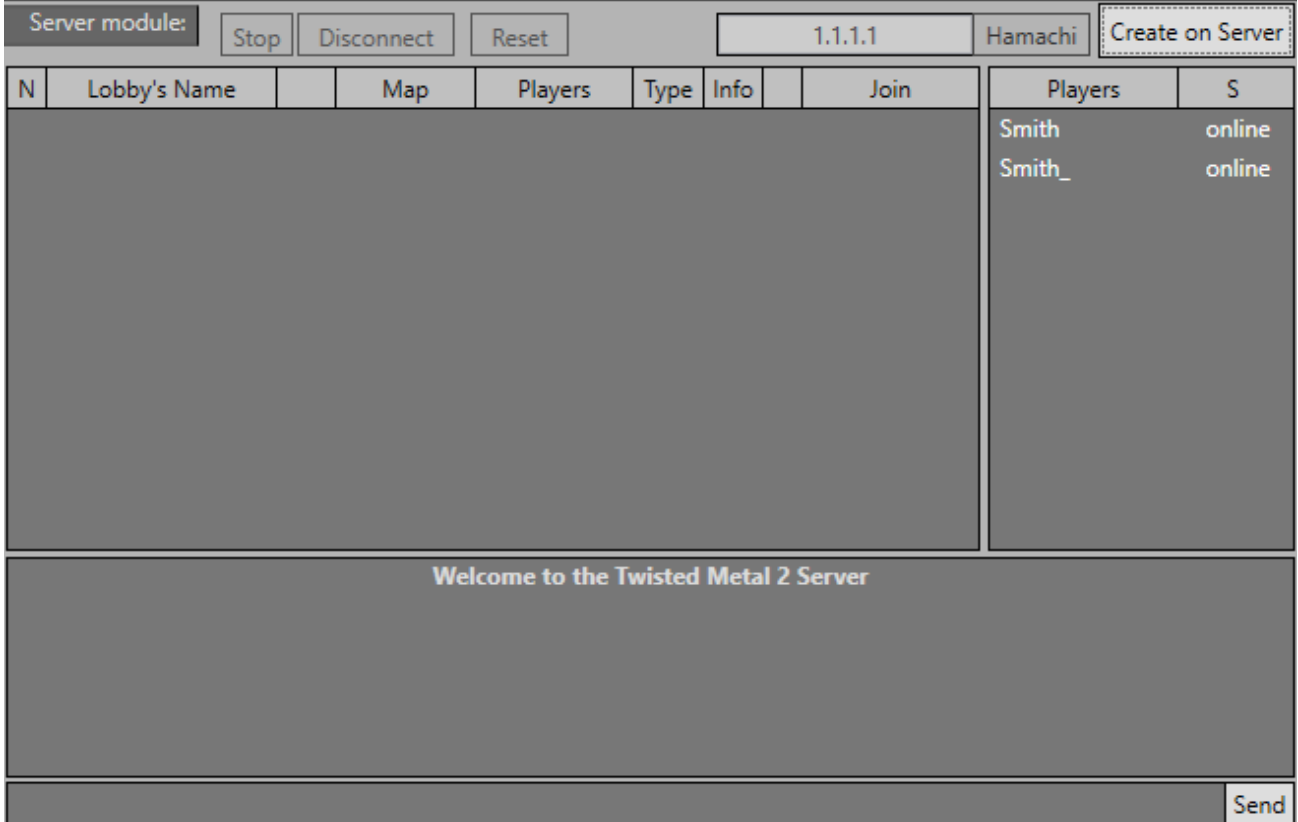
With the local module, you create a lobby outside the server. You can be joined by your address (or key) in the format ip:udp

If you press **Get ExtIP** before creating the game, you will get your external address, then in the lobby, when you click on the Key, you will receive this address and the port of the game, if you do not click on **Get ExtIP**, you will receive only “:udp” port, and you will have to add the address yourself so that you can join. This module works in any networks, those with whom you are in the same hamachi room or in another local network can connect to you, but if you have players who came to an external address, they will not see those who are with you in **hamachi** , so use the rule: either all from the external network, or all from the internal network.

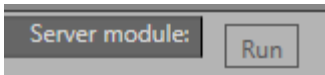
The management is:

- Create Locally - create a game
- if we want to join in the Input field, enter the address ip: udp and click Join

Server module



To connect, you first open a UDP socket
This can be done by pressing **Run**.

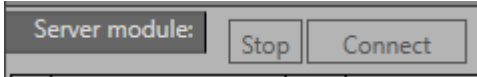


If the socket is opened at the bottom you will see an alert

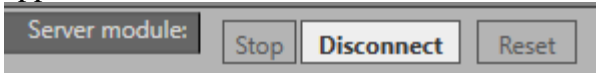
Socket enabled! UDP port: 33334. Local module works

In this mode, you already have a local module working and you can create a game in it

Next, to connect to the server, you need to click on the Connect button that appears.



If the connection is successful, you will see your address at the bottom, and a Reset button will appear next to **Disconnect**



If you see some strange things in the connection, your name is duplicated or the status bar is flashing red or green, you can reset the connection by pressing Reset or clicking on Settings usually this helps, also use this technique if you left the lobby and it does not deleted from the server

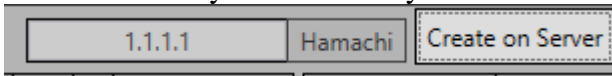
Players	S
Smith	online
Smith_	online

After a successful connection to the server, you can see yourself in the list of players

It displays the player's name and status.

With auto-joining, all these actions happen automatically.

To create a lobby on the server you need to click on **Create on Server**



Most often, you will be able to connect to other lobbies, but there are cases when you cannot enter someone else's lobby, and another player cannot enter you, for such cases it is possible to create a game using Hamachi, but you need to drive your ipv4 address into hamachi

Hamachi games appear in purple

N	Lobby's Name		Map	Players	Type	Info		Join
1	Lobby by Smith_	1	LA	Smith_	mod			

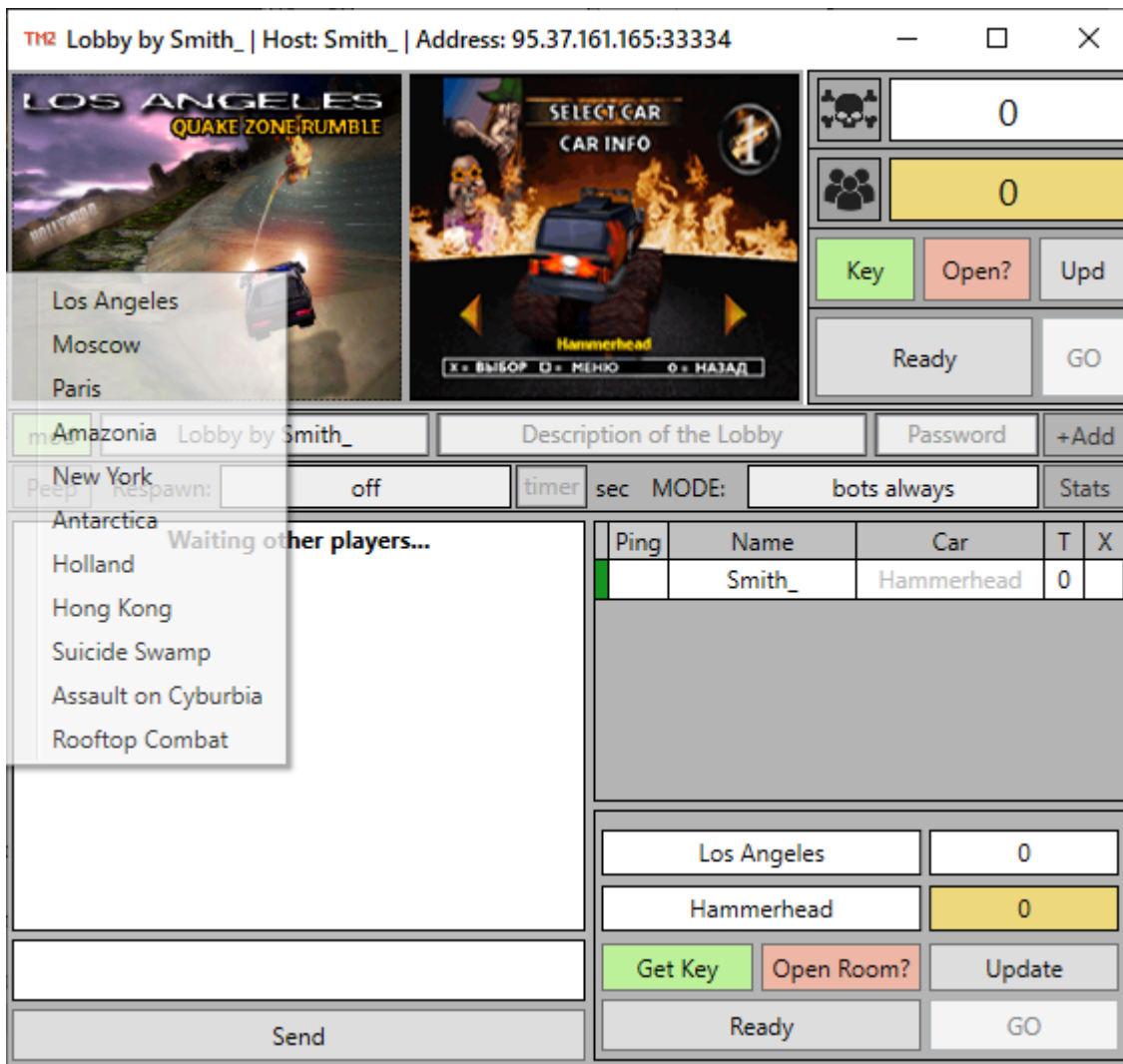
To enter the lobby, you need to click on the **Join** button

Type	Info	Join
mod		Join

After that, a lobby should appear, if it doesn't exist, then something is wrong, you can write to the server and contact the host player, or try to create a lobby yourself so that he tries to enter you.

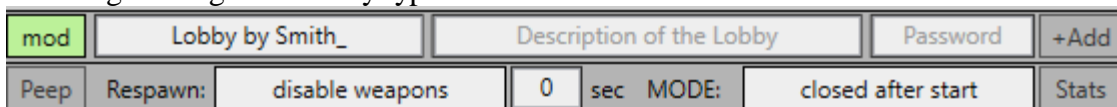
- Green line — mod lobby created
- Blue line — original lobby created
- Purple line — Hamachi lobby
- Red line — lobby closed

When you have created a lobby, it looks like this

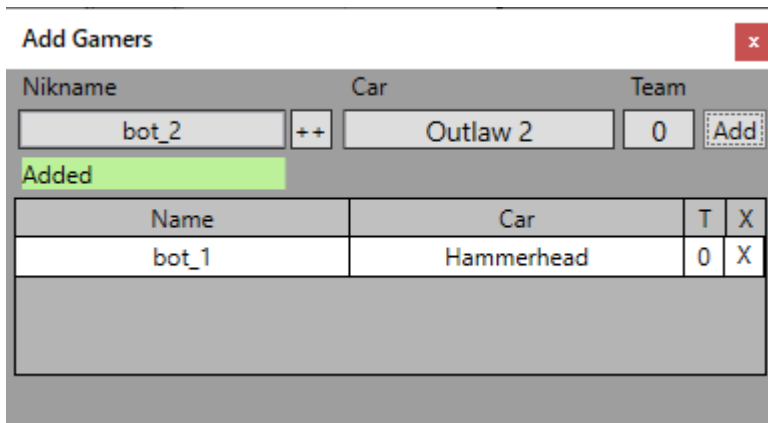


in the header information about the lobby
 maps and cars are flipped with the right and left mouse buttons, the middle one calls list (and on Enter), if you click on the cards or cars once and set focus on them, you can scroll through the arrows on the keyboard, the M key on the cards puts the Minion

You can set the score in numbers manually or by clicking on the skull icon with the mouse
 The command is highlighted in different colors, selected by clicking on the icon
 Key gives you the address of the command, you can connect to it through the local module
 Open - Close closes and opens the lobby
 Udp - updates information on the server
 mod/orig - changes the lobby type



Lobby name, description and password can be set in the corresponding fields
 With the **+Add** button, you can add bots to the game



The **Peep** button opens the game for you to view, after viewing you get the status of a caretaker, before that you select a car that the players do not have, otherwise the Minion will be selected

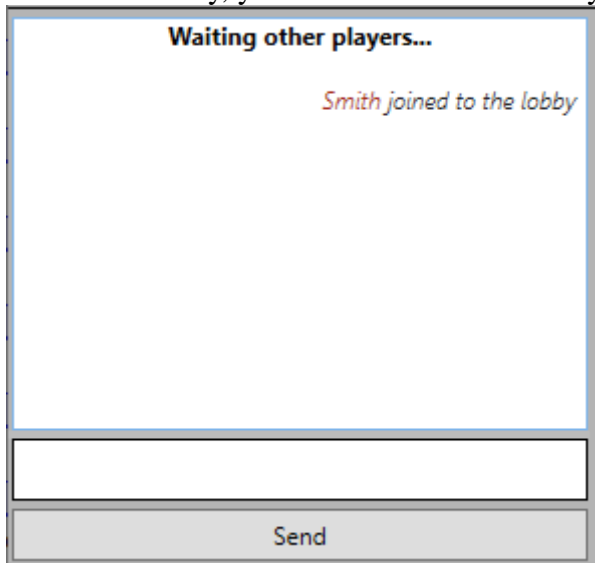
The name is fading

	Smith_	Hammerhead	0	
11	Smith	Hammerhead	0	X

The host can change it by double-clicking on the player's name or by re-entering the lobby

Respawn and mode allows you to set them, and the Stats button shows the player the statistics of the last game

Chat in the lobby, you can clear the window by double-clicking the right mouse button



In the list of players, the first 8 players have their own color in the chat, in the ping column, after some time after entering the lobby, a ping appears, in column X there is a button to delete respective players

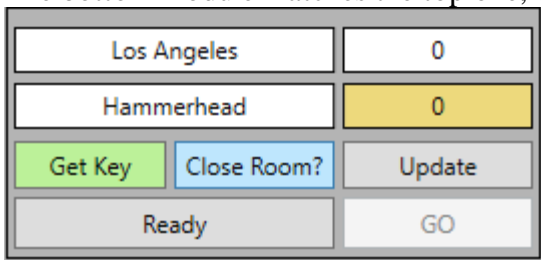
Ping	Name	Car
	Smith_	Hammerh
bot	bot_1	Hammerh

To take the bot's car, you need to double-click on the inscription bot in the ping column, the game should start, where you are on the bot's car

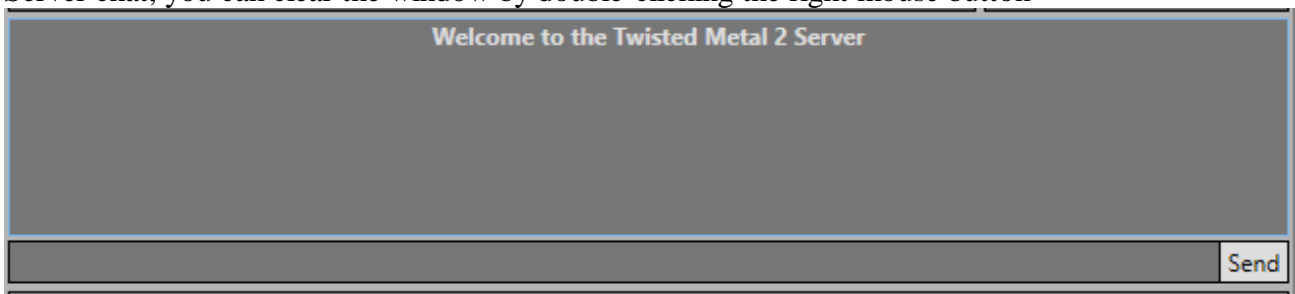
When someone picks up a bot, the clown's laughter should be heard, sometimes the bots appear after a minute. The player on the bot sees everyone on the map, but his attacks do not go through other players, and they don't even see him, after a minute he appears with them and can fully play, his

statistics for him are displayed relative to the new car from scratch, but the overall statistics are the game is summed up, and other players see his deaths and kills in total.

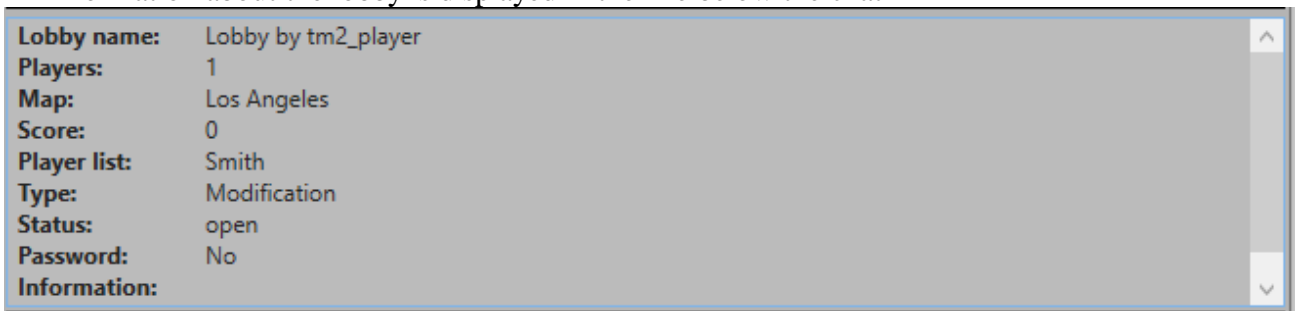
The bottom module matches the top one, but without pictures



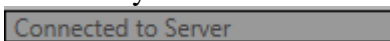
Server chat, you can clear the window by double-clicking the right mouse button



All information about the lobby is displayed in the line below the chat



At the very bottom is the status bar.



It displays useful information, look at it periodically.

Thanks to everyone who participated: Mario, Luke, Brut, hooptiegoo...