Using AllTheHaxx Client

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In this you will find information on how to use the stuff we implemented in the client.
Note that this isn't complete yet; you can ask on IRC if you need help.

Extended Console:

As you may have already realized, our Teeworlds Console (the seperate window) is colorful, compared to the standard console. This is due to some better readability (especially in cl_console_mode, read paragraph below).

What's really special about our console is the ability to enter commands into it! These commands are the same commands as the ones used in the F1-Console (same functionality).

Also, special (Unicode, German, ...) characters like ü, ä, ö, ß etc. should also work in the console (even if they are displayed wrong in the console window on Windows).

Console Mode:

You would like to watch a Youtube video, play another game etc., don't want to leave the server or even close Teeworlds but Teeworlds consumes too much CPU/RAM?

Then the Console Mode is the right choise for you!

When active, the main teeworlds window will be closed and the CPU usage will drop to (usually) near zero, thus making your other game/video faster again. :D

While in Console Mode, the network connections will stay alife, so you will stay in your current server. You can still read ingame messages in your (colorful) console or even chat with people (using 'say textmessage' command).

Usage:
    cl_console_mode 1   = activates Consolemode
    cl_console_mode 0   = deactivate Consolemode

You can write these commands either in the F1 console or the seperate console window. (You will need to write cl_console_mode 1 in the seperate window to enable normal Teeworlds again).
If you are too lazy to type, you can also use the button "Console Mode" in the extended ingame menu bar to enable; and the shortcut *"q"* → *<Enter>* in the console to disable the Consolemode fast.

Translator:

    With this inbuild tool you can either translate incoming messages of other players or
    translate your own outgoing messages (or both at the same time).

    Usage :

        Press left CTRL, this will open a green window on the right.

        Check the boxes (depending on whether you want to translate incoming messages,
        outgoing or both)

        Write the countrycodes (outgoing → incoming & incoming → outgoing)
        (e.g. en, de, fr, ru, es.....)

IRC:

    With this tool you can join the #AllTheHaxx IRC-Channel to chat with other client users.

    Simply press F5, choose your name, press enter and: There you go.

    Double click on a name on the right side to start a private chat. From within a private chat
    you can join the server of a person (if they allow to) by clicking the blue *"Join"* button.

    If you have any questions about the client etc., this is the right place to ask.

Hidden Chat:

    This feature allows you to communicate with other AllTheHaxx-Users nearby using
    playerflags. The advantage is, that admins can not (or rather will not) log your conversation.
    The datatransmission can a little time, because the message is transfered character by
    character, also note that some special characters are not supported.

    Usage:
        On default it's bound on "f", the command to bind it somewhere else is "chat
        hidden". You may also turn off reveiving hidden messages with the command
        "cl_hidden_chat 0".

Crypt Chat:

Intends the same purpose as the hidden chat, but this one is more secure. It uses the RSA algorithm for crypting making it pretty secure. You have to have the same key pair as your communication partner, otherwhys this won't work. This works global as it depends on the teeworlds chat, and not playerflags like the hidden chat.

Usage:

(Note that you may also use the GUI instead of the commands!!!)
From scratch, first run the following command:
       genenerate_rsa_keys 128 3
If you are on DDRace or another advanced mod supporting more then 128 characters in the chat consider using 256 instead of 128.

Now save the keys by running:
       save_rsa_keys

Next you have to send your partner the files "rsa_pub.key" and rsa_priv.key", then he has to run the command:
       load_rsa_keys

On default it's bound on "g", the command to bind it somewhere else is "chat crypt".

Note:

Take a look at https://simple.wikipedia.org/wiki/RSA_(algorithm) for further information.

Lua-Console:

In this ingame console you can write lua commands (and even small scripts).

Simply press F6, and you will find a blue console. This is the interactive Lua prompt where you can execute small pices of Lua code.

Functions, RegisterEvent etc. is all working.

Note:

You can write commands over multiple lines (e.g. loops, functions); you will see that the console will automatically mesh your code.

To delete your currently saved line(s) use: reset.

Please, if you intend to use the console or to write your own scripts, please read (carefully) through the LuaManual you can find in your folder.

Lua-API:

Enter the settings, then 'Lua'. Here you can manage your scripts.
Add new scripts to the list by placing them into the lua/ folder of the client.
After activating a script, a generic title and some info text will be shown if the script

supplies it and the entry will be maked in green for you to see that it's active. If the script failed to load because it contains errors, it won't be loaded and marked in red.

If you intend to write your own scripts, please read (carefully) through the LuaManual you find in your folder.

Chatbox:

If you don't like the black background behind the chat you can disable (or modify) it.

Settings → HUD → Scroll the scrollbar at the right of the 'Show notifications' checkbox.

A* Pathfinding:

This is some funny gimmick. With this enabled, the client will try to find the shortest way through a DDRace-Map or Race-Map and show it to you (white dot-like visualization). This feature is most likely useful on gores maps to view your progress on the map.

Also, when you restart or die, you will see a message how far you got (percentage!).

To disable: Settings → Haxx → Uncheck the box

Note :
The algorithm can't use teleporters etc. so it can sometimes happen that the found path is not usable in reality :).

Server-Dependend-Configuration:

You can add configurations which contain f1 commands that are executed when you join a specific server. To do so, you can click the little "+" on the top left in the ingame "Game" menu, where you also join teams to show the extra menu. Now click the "Server Config" button and add any commands that you want to be executed when joining the server you are currently playing on. Don't forget to save, when you are done.

Note:
One possible way to use this are mods that feature an account system. The command to add would be "say /login username password" in that case.
Obviously the possibilities are endless though.

For other settings stuff just look through the settings on all pages.

We hope you're familiar with the DDNet Client, because we use this client as our base. Otherwise, you'll find many more useful features and tweaks not listed in this manual :)

King regards,
	Staff.

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