

AddResourceConfig

This function adds a new empty config file to an existing resource.

Syntax

```
xmlnode addResourceConfig ( string filePath, [ string filetype = "server" ] )
```

Required Arguments

- **filePath:** The filepath of the file to be created in the following format: **":resourceName/path"**. 'resourceName' is the name of the resource the file is in, and 'path' is the path from the root directory of the resource to the file.

For example, if you want to create a config named 'settings.xml' in the resource 'ctf', it can be created from another resource this way: *addResourceConfig(":ctf/settings.xml", "server")*.

If you want to create the file in the current resource, only the file path is necessary, e.g. *addResourceConfig("settings.xml", "server")*.

Optional Arguments

NOTE: When using optional arguments, you might need to supply all arguments before the one you wish to use. For more information on optional arguments, see optional arguments.

- **filetype:** a string indicating whether the file is serverside ("server") or clientside ("client").

Returns

Returns the new config's root xmlnode if the config was added successfully, *false* otherwise.