

Getting started

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1. Clone this repository to your computer
2. Open "SpeedDate.sln" in Visual Studio
3. Set "SpeedDate.Server.Console" as your startup-project
4. Hit F5
5. Congratulations, you are now running the fully-featured SpeedDate Masterserver

The EchoPlugin provides a simple examples which echoes and incoming string back to the client. A simple usage of the EchoPlugin can be found in the class "TestEcho".

Instantiate a server with configuration-file

```
var server = new SpeedDateServer();
server.Started += () => { /* server ready, do something */};
server.Start(new FileConfigProvider("ServerConfig.xml"));
```

Instantiate a client with configuration-file

```
var client = new SpeedDateClient();
client.Started += () => { /* client connected, do something */};
client.Start(new FileConfigProvider("ClientConfig.xml"));
```

Custom configuration

To make a plugin configurable through Xml-Configuration, add a new class that holds the configurable variables and let it implement IConfig-interface:

```
class MyServerPluginConfig : IConfig
{
    public bool SettingWhatever { get; set; }
}
```

Add a field to the plugin and apply the [Inject]-attribute to it:

```
[Inject] private MyServerPluginConfig _config;
```

To configure the plugin, add the corresponding tag inside the *.xml-configuration:

```
<MyServerPluginConfig SettingWhatever="false"/>
```

You can now use _config in your plugin everywhere (except in the constructor):

```
public override void Loaded()
{
    var configValue = _config.SettingWhatever;
}
```

You can also configure your plugins from within the code, see "SpeedDate.Client.Spawner.Console" for an example.

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https://github.com/proepkes/SpeedDat