ArmA2Ts

First sorry for my poor English !
Now let's speak about the arma2ts plugin !
The ArmA2Ts plugin allow arma2 to communicate with teamspeak 3.
The plugin checks the clipboard every 0.1 seconds (10hz).

Some functions are available:

- 3D
- GetPlayerID
- GetPlayerIDFromName
- GetVersion
- ConnectToServer
- GetCurrentChannelID
- SwitchPlayer

CopyToClipboard

To send data from ArmA 2 to the plugin, you need to use the copyToClipboard function.
The plugin will read the clipBoard if data contains
[bwf_arma2ts][function_name].....[/bwf_arma2ts]

CopyFromClipboard

To receive data from the plugin you need to use the copyFromClipboard function.
Exemple: you need the plugin version. You send a command to the plugin with copyToClipboard and after to use the copyFromClipboard to get the result.

3D function

The 3D function is the most impressive function of the plugin. You can simulate "direct communication" (CD), "short range radio" (RC), and "longue range radio" (RL).

To use it in your mission or in your addon you need to send this command using copyToclipBoard:

[bwf_arma2ts][3D]{tsID[x,y,z] [mode]}{tsID[x,y,z] [mode]}... [/bwf_arma2ts]

[3D] => the plugin use the 3D function

{tsID[x,y,z] [mode]} => contains the teamspeak user ID (tsID), coordinates ([x,y,z]), and speak mode [mode].

Speak mode can be:
      . [CD] => direct communication
      .[RC] => short range radio
      .[RL] => long range radio

RC and RL mode are just here to play a sound when someone activate the radio.

If the plugin don't receive 3D data for 2 seconds, all teamspeak users in your channel are automaticaly set to the [0,0,0] coordinates.

Exemple:

[bwf_arma2ts][3D]{1[0.2,-0.4,0][CD]}{12[0.4,-0.4,0][CD]}{2[0.1,-0.3,0][CD]}[/bwf_arma2ts]1
[bwf_arma2ts][3D]{1[0.25,-0.46,0][CD]}{12[0.35,-0.41,0][CD]}{2[0.16,-0.35,0][CD]}[/bwf_arma2ts]0
[bwf_arma2ts][3D]{1[0.2,-0.4,0][CD]}{12[0.4,-0.4,0][CD]}{2[0.1,-0.3,0][CD]}[/bwf_arma2ts]1
[bwf_arma2ts][3D]{1[0.2,-0.4,0][CD]}{12[0.4,-0.4,0][CD]}{2[0.1,-0.3,0][CD]}[/bwf_arma2ts]0

We add a 0 or a 1 at the end of the ligne the help the plugin to detect changes in the clipboard.

GetPlayerID

This function returns the teamspeak ID of the player. Very simple to use:

[bwf_arma2ts][GetPlayerID][/bwf_arma2ts]
When the command is send, you have to wait for a result. So wait until the clipboard do not contains the command you send.

Example:

```
com = [bwf_arma2ts][GetPlayerID][/bwf_arma2ts];
copyToClipboard com;
t = time + 2;
while { (time < t) and (com == copyFromClipboard) } do {
        sleep 0.05;
};
if (com != copyFromClipboard) then {
        myID = copyFromClipboard;
} else {
        hint "no response from teamspeak plugin !"
};
```

GetPlayerIDFromName

You give the player name, and if someone has this name on teamspeak, teamspeak returns his ID, else -1 is returned.

[bwf_arma2ts][GetPlayerIDFromName]my name[/bwf_arma2ts]
When the command is send, you have to wait for a result. So wait until the clipboard do not contains the command you send.

Example:

```
com = [bwf_arma2ts][ GetPlayerIDFromName]Marcel[/bwf_arma2ts];
copyToClipboard com;
t = time + 2;
while { (time < t) and (com == copyFromClipboard) } do {
        sleep 0.05;
};
if (com != copyFromClipboard) then {
        if (com != "-1") then {
                myID = copyFromClipboard;
        } else {
                hint "player not found !";
        };
} else {
        hint "no response from teamspeak plugin !"
};
```

GetVersion

Returns the plugin version.
[bwf_arma2ts][GetVersion] [/bwf_arma2ts]

Example:

```
com = [bwf_arma2ts][ GetVersion][/bwf_arma2ts];
copyToClipboard com;
t = time + 2;
while { (time < t) and (com == copyFromClipboard) } do {
        sleep 0.05;
};
if (com != copyFromClipboard) then {
        hint format ["My plugin version is:\n%1", copyFromClipboard];
} else {
        hint "no response from teamspeak plugin !"
};
```


GetCurrentChannelID

Returns your current channel ID.
[bwf_arma2ts][GetCurrentChannelID] [/bwf_arma2ts]

Example:

```
com = [bwf_arma2ts][ GetCurrentChannelID][/bwf_arma2ts];
copyToClipboard com;
t = time + 2;
while { (time < t) and (com == copyFromClipboard) } do {
        sleep 0.05;
};
if (com != copyFromClipboard) then {
        hint format ["My current channel ID is:\n%1", copyFromClipboard];
} else {
        hint "no response from teamspeak plugin !"
};
```

SwitchPlayer

Switch someone to a specified channel.
If you want to switch others player than you, you must have enough rights in the teamspeak server !
Actually the plugin don't respond if the switch was successfull or not. Maybe in a next version.

[bwf_arma2ts][SwitchPlayer]playerID,channelID,password [/bwf_arma2ts]

If no password is needed to switch on the channel, let it empty:

[bwf_arma2ts][SwitchPlayer]playerID,channelID, [/bwf_arma2ts]

Example:

playerID = player getVariable "teamSpeakID";
channelID = 10;
com = format ["[bwf_arma2ts][SwitchPlayer]%1,%2,[/bwf_arma2ts]", playerID, channelID];
copyToClipboard com;

ConnectToServer

Automaticaly connect teamspeak to the specified server. If the player is currently connected to a server, he is automaticaly disconnected from it.

[bwf_arma2ts][ConnectToServer]ip,port,password,name[/bwf_arma2ts]

If there is no password needed to connect to the server, let it empty:

[bwf_arma2ts][ConnectToServer]ip,port, ,name[/bwf_arma2ts]

Example:

com = format ["[bwf_arma2ts][ConnectToServer]91.121.56.64,9987,mypassword,%1[/bwf_arma2ts]" , name player];
copyToClipboard com;