Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sun, 22 Nov 2009 05:42:42 GMT

Hex wrote on Sat, 21 November 2009 23:25I'll start you off, you have a FTP function

So

```
 for (GenericSLNode* PlayerIter = PlayerList->HeadNode; (PlayerIter != NULL); PlayerIter =
PlayerIter->NodeNext)
 {
  cPlayer *p = (cPlayer *)PlayerIter->NodeData;
  if (p->IsActive)
  {
   const char *Nick = WideCharToChar(p->PlayerName);
   printf("Nick %s Score %.0f Kills %d Deaths %d\n", Nick, p->Score.Get(), p->Kills.Get(),
p->Deaths.Get());
   delete[] Nick;
  }
 }
```

This will allow you to pull almost all information of your players.

```
char Path[256];
GetCurrentDirectoryA(52, Path);
strcat(Path, "\\YourFile.txt");
void *f = (void *)fopen(Path, "w");

fprintf((FILE *)f, "%s\n",.....);

fclose((FILE *)f);
```

This will allow you to write to a file

\n = new line
\t = tab

format control

can you tell me step by step what do do with them?