
Subject: Re: FTP Uploader script

Posted by [Distrbd21](#) on Sun, 22 Nov 2009 06:26:48 GMT

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Hex wrote on Sun, 22 November 2009 00:23:WORD __stdcall Upload(void *)

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

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

```
HINTERNET intern = InternetOpen("YaRR", INTERNET_OPEN_TYPE_DIRECT, 0, 0, 0);
```

```
if(!intern)
{
    printf("Unable to open an internet - %d\n", GetLastError());
    return 0;
}
```

```
HINTERNET intern2 = InternetConnect(intern, "FTP Address", 21, "User Name", "Password",
INTERNET_SERVICE_FTP, 0, 0);
```

```
if(!intern2)
{
    printf("Unable to open a connection.\n");
    InternetCloseHandle(intern);
    return 0;
}
```

```
char ftpstr[256];
sprintf(ftpstr, "./%s/%s", "FTP Root", Path);
if(FtpPutFile(intern2, Path, ftpstr, FTP_TRANSFER_TYPE_BINARY, 0))
{
    printf("Uploaded.\n");
}
else
```

```
{  
    printf("Upload failed.\n");  
}  
  
InternetCloseHandle(intern);  
return 0;  
}
```

Reborn, this is why I don't normally post in this forum...
wow that explains where it goes..you coulda just said add to the ftp function i woulda got that....
