
Subject: Re: FTP Uploader script
Posted by [reborn](#) on Sat, 28 Nov 2009 11:45:52 GMT
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It's coming along quite well. Take a look at the ini file so far...

My aim was to allow you to create your own simple page from within the ini file itself. The page is never going to be amazing or jaw dropping, but it will certainly provide the information relevant to the game going on in the server, and it will allow you to customise it fairly well too.

; This plugin is a remake of Sladewill's FTP uploader plugin because he lost his version.
; The actual upload function of this plugin has been adapted from jnz's upload function. He's still the man!
; This plugin, while a remake, is probably a little more interactive, letting you choose options rather than hard coded values.

[General]

; This is the hostname of where you want to upload the file to. It could be an IP address like '208.43.29.154',
; or it could be an ftp address like 'ftp.mysite.com'.
FTPHostName=

; This is the user name for the FTP account you will be using
FTPUserName=

; This is the password for the supplied FTP account
FTPPassword=

; This is the port you will be using, normally '21'.
FTPPort=

; This is the name of the file you want to upload there. can call it whatever you want, but I am assuming the file extension would be .html.
Filename=serverstats.html

; This setting defines how long between updates. It already updates at each map load, and also when a player join/leaves. Four minutes seems fine to me.
TimeInSecondsBetweenUpdates=240

; This is what you wish to call the title of your web page that you will be uploading. Think
<Title></Title>
Title=MP-Gaming Status Page

; This is the background color you want the page, think <body bgcolor=
Bgcolor=white

; This is the color you want the text to be.

Text=blue

; This is the header of your page

Header=Status page for my Kick-ass Server!

; This is where you can write some text to customize your page. Tags will actually work here, so you can put images in here too.

UserText=<center>Welcome to the status page for my server, it may look like a simple page, but it contains a wealth of information about what's going on in the server right now!</center>

; This allows you to wrap the status information in a tag, or bunch of tags, or whatever...

; You could for example just <center> it all, or place it in a frame.

; Or you could place a picture in front of it. I am not much of a web designer, but basically, this part here allows you to freely type code here

; and it will be placed just before the status stuff

StartFormat1=<center>

; This allows you to add all the ending tags. You would close them all off here </center> for example. It will allow you to freely type code.

EndFormat1=</center>

; This setting allows you to toggle on/off whether or not you display the time of the last page update.

DisplayLastUpdateTime=true

; This setting allows you to toggle on/off whether or not the map being played is put on the page.

DisplayCurrentMap=true

; This setting allows you to toggle on/off whether or not the player counts are shown on the page.

DisplayCurrentCounts=true

; This setting toggles on/off whether you show the scores ingame for GDI and Nod.

DisplayScores=true

; This setting if enabled shows a detailed break down of players in the server (kills, score, death etc etc).

DisplayIndividualDetails=true

; This setting allows you to wrap the 'DisplayIndividualDetails' in formatting tags. It looks a bit shitty just as a list, so you can place it in a frame or whatever here.

; You could also precede it with an img or whatever... Clearly, the startformat2 setting is for the opening tags, and the endformat2 is for the closing tags.

StartFormat2=

EndFormat2=

; This is also where you can add some text, it goes after all the status stuff on the page. This will also allow you to add tags to the text too!

UserText2=This page is copyamirite, all rite's rezerved 2009 MP-Gaming.COM

someimage.gif