Posted by Distrbd21 on Thu, 19 Nov 2009 01:09:44 GMT
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Could someone help me on making a uploader script to add into Yarr bot or for SSGM plug in?

i don't want someone to just give it to me i would like to learn how to make it.
i was looking at this code.
Link with Wininet.lib
where does this one go?

#include "Wininet.h"

where does this one go?

```
DWORD __stdcall Upload(void *)
{
 printf("Start upload...\n");
 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, "So my ftp host?", 21, "my username?]", "My
password?]", INTERNET_SERVICE_FTP, 0, 0);

 if(!intern2)
 {
  printf("Unable to open a connection - %d\n", GetLastError());
  InternetCloseHandle(intern);
  return 0;
 }

 if(FtpPutFile(intern2, "name of the html here?.html", "or here?.html",
FTP_TRANSFER_TYPE_BINARY, 0))
 {
  printf("Upload complete\n");
 }
 else
 {
  printf("Upload failed - %d\n", GetLastError());
 }

 InternetCloseHandle(intern);
 return 0;
}
```

where does this one go?

CreateThread(0, 0, Upload, 0, 0, 0); //start

Well SSGM Plugin don't like it, i tryed to make it a plug in and i get these errors.
1>.\FTPUploader.cpp(33) : error C2065: 'HINTERNET' : undeclared identifier
1>.\FTPUploader.cpp(33) : error C2146: syntax error : missing ';' before identifier 'intern'
1>.\FTPUploader.cpp(33) : error C2065: 'intern' : undeclared identifier
1>.\FTPUploader.cpp(33) : error C2065: 'INTERNET_OPEN_TYPE_DIRECT' : undeclared identifier
1>.\FTPUploader.cpp(33) : error C3861: 'InternetOpen': identifier not found
1>.\FTPUploader.cpp(39) : error C2146: syntax error : missing ';' before identifier 'intern2'
1>.\FTPUploader.cpp(39) : error C2065: 'intern2' : undeclared identifier
1>.\FTPUploader.cpp(39) : error C2065: 'INTERNET_SERVICE_FTP' : undeclared identifier
1>.\FTPUploader.cpp(39) : error C3861: 'InternetConnect': identifier not found
1>.\FTPUploader.cpp(44) : error C3861: 'InternetCloseHandle': identifier not found
1>.\FTPUploader.cpp(48) : error C2065: 'FTP_TRANSFER_TYPE_BINARY' : undeclared identifier
1>.\FTPUploader.cpp(48) : error C3861: 'FtpPutFile': identifier not found
1>.\FTPUploader.cpp(57) : error C3861: 'InternetCloseHandle': identifier not found
also what will this put on my website just that the server is online or will it put up the server info like how many players scores k/ds?
but it idk what to do with it, and i can't see the website's of that other guys post.

Subject: Re: FTP Uploader script
Posted by zunnie on Thu, 19 Nov 2009 06:39:24 GMT
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All you need to do to fix that is to put #include "Wininet.h" at the top (preferably) of the cpp file.
Then compile

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Thu, 19 Nov 2009 07:42:50 GMT
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now i get this, and me and zunnie can't figure it out cus when he compiled it it worked, than i was trying to add some .ini settings and now it don't work i tried to do it all over again but nothing. here is the html out put.

zunnie says that i need the .h code for this but there is none, how would i go about making it?

File Attachments
1) BuildLog.htm, downloaded 314 times

Subject: Re: FTP Uploader script
Posted by reborn on Thu, 19 Nov 2009 08:27:31 GMT
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This should help you:
 http://www.renegadeforums.com/index.php?t=msg&goto=388081&rid=3415#msg_3 88081

Subject: Re: FTP Uploader script
Posted by Sladewill on Thu, 19 Nov 2009 13:17:43 GMT
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Im sorry that that went missing, i accidently deleted everything on that site, ill put that back up when i can

---

Subject: Re: FTP Uploader script
Posted by jnz on Thu, 19 Nov 2009 17:01:06 GMT
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The FTP uploader function is already in YaRR, and it already works. That code is what you already took out of YaRR!

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Thu, 19 Nov 2009 18:07:57 GMT
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Its in Yarr? where do i find that i've never seen a uploader in it.

Subject: Re: FTP Uploader script
Posted by jnz on Thu, 19 Nov 2009 18:32:36 GMT
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Distrbd21 wrote on Thu, 19 November 2009 18:07Its in Yarr? where do i find that i've never seen a uploader in it.

That code you have is from YaRR, although it might not have been released. It's in YaRRPHP.cpp

---

Subject: Re: FTP Uploader script
Posted by Hex on Thu, 19 Nov 2009 18:57:48 GMT
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Not sure of it was in YaRRPHP, but it was jnz that did it because afaik he originally make the FTP

function for me

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Fri, 20 Nov 2009 00:51:39 GMT
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Edit is there anyway to convert BR's plug in fds status reporter to SSGM plug in? if so where can i get the source of the plug in

---

Subject: Re: FTP Uploader script
Posted by Hex on Fri, 20 Nov 2009 09:48:53 GMT
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Ones Perl and ones C++, you can't convert Perl to C++

Subject: Re: FTP Uploader script
Posted by reborn on Fri, 20 Nov 2009 10:20:47 GMT
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What is it you actually want to accomplish?

Subject: Re: FTP Uploader script
Posted by Sladewill on Fri, 20 Nov 2009 15:40:25 GMT
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The first one i released wasnt in yarr i actually did with a batch file

---

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Fri, 20 Nov 2009 18:48:31 GMT
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reborn wrote on Fri, 20 November 2009 04:20What is it you actually want to accomplish?
i'm trying to make a SSGM plug in that will upload my server status to my website, witch will show what map it is on, is the server online, how many players,scores,k/ds,rank, etc

Edit:This way nobody has to relay on a bot doing it for them..

Subject: Re: FTP Uploader script

Posted by [Hex](#) on Fri, 20 Nov 2009 21:16:30 GMT
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Thats easy enough to do, lets see what you have done so far

Subject: Re: FTP Uploader script
Posted by [Distrbd21](#) on Sat, 21 Nov 2009 03:41:47 GMT
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Hex wrote on Fri, 20 November 2009 15:16Thats easy enough to do, lets see what you have done so far
what you mean?

Subject: Re: FTP Uploader script
Posted by [Hex](#) on Sat, 21 Nov 2009 03:49:26 GMT
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What do you have done of the scripts/functions so far?

Subject: Re: FTP Uploader script
Posted by [Distrbd21](#) on Sat, 21 Nov 2009 09:39:30 GMT
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Hex wrote on Fri, 20 November 2009 21:49What do you have done of the scripts/functions so far?
humm whats up at the top and all the errors i get....... and zunnie says i'm missing the .h code.

Subject: Re: FTP Uploader script
Posted by [Hex](#) on Sat, 21 Nov 2009 18:24:18 GMT
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So you have done nothing but rip something from someone else's bot

---

Subject: Re: FTP Uploader script
Posted by [Distrbd21](#) on Sat, 21 Nov 2009 19:20:08 GMT
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Hex wrote on Sat, 21 November 2009 12:24So you have done nothing but rip something from someone else's bot
it's not in the bot so no i didn't rip it from someone else bot.

but yes i took it from the link reborn said..

And even if its in Yarr i have the source to it so it rlly would be riping...

Subject: Re: FTP Uploader script
Posted by reborn on Sat, 21 Nov 2009 20:20:41 GMT
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Reading between the lines here, it looks like Sladewill based his plugin for ftp uploading on jnz's code. The actual download for this plugin has gone missing, and now Distrbd21 is trying to recreate some of the functionality of that plugin using the quoted code in Sladewill's post.

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sat, 21 Nov 2009 20:39:05 GMT
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reborn wrote on Sat, 21 November 2009 14:20Reading between the lines here, it looks like Sladewill based his plugin for ftp uploading on jnz's code. The actual download for this plugin has gone missing, and now Distrbd21 is trying to recreate some of the functionality of that plugin using the quoted code in Sladewill's post.
thank you i couldn't think of away to say it.

i always piss someone off when i say stuff like that idk why

Subject: Re: FTP Uploader script
Posted by reborn on Sat, 21 Nov 2009 21:30:05 GMT
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I don't think you've pissed anyone off. I think there was some miss-placed feelings towards you, but really, any feeling should of been directed at Sladewill (if there is to be any at all).
Perhaps Sladewill should of mentioned jnz and where he got that code from out of respect, but really, none of this is your concern.
You're just here to try and get something working for your server, and I have a feeling that really you have no interest in annoying anyone...

Subject: Re: FTP Uploader script
Posted by Lone0001 on Sat, 21 Nov 2009 22:20:21 GMT
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Here's version 1 of Sladewill's SSGM FTP Uploader plugin.

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sun, 22 Nov 2009 00:44:59 GMT
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Lone0001 wrote on Sat, 21 November 2009 16:20Here's version 1 of Sladewill's SSGM FTP
Uploader plugin.
ty, what program was this made in?

And where do i put my ftp info in at? all i have is ftpuploader.dll, stylesheet, and the pics.

am i supost to have a .ini file to?

Subject: Re: FTP Uploader script
Posted by Lone0001 on Sun, 22 Nov 2009 01:34:15 GMT
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You have to make a bat file called "ftpupload", put it in your Renegade FDS directory, and enter
the following into it(filling in all the info needed):

@echo off
echo user enter ftp account username here> ftpcmd.dat
echo enter ftp account password here>> ftpcmd.dat
echo bin>> ftpcmd.dat
echo put enter path to html file here>> ftpcmd.dat
echo quit>> ftpcmd.dat
ftp -n -s:ftpcmd.dat enter ftp server here
del ftpcmd.dat

Subject: Re: FTP Uploader script
Posted by Sladewill on Sun, 22 Nov 2009 02:07:02 GMT
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actually not, this is going to be automated so doing it by hand every time isnt very helpful, i will
seriously look for my old one.

Subject: Re: FTP Uploader script
Posted by Hex on Sun, 22 Nov 2009 05:25:38 GMT
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I'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

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

Subject: Re: FTP Uploader script
Posted by Hex on Sun, 22 Nov 2009 05:49:51 GMT
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Didn't you say you wanted to learn yourself?

It may be easy to let someone else to do it for you but no fun

---

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sun, 22 Nov 2009 06:02:06 GMT
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Hex wrote on Sat, 21 November 2009 23:49Didn't you say you wanted to learn yourself?

It may be easy to let someone else to do it for you but no fun
Edit: so what you said in the code should go in the .h code right?

yes i want to learn it but if you don't tell me anything about it how am i supost to learn it? like where do i put it stuff like that, i do not have natural talent at scripting unlike most of you guys.

umm when i make that ftpupload.bat or w/e i get this, note my user name and pass will not be displayed.

Renegade Free Dedicated Server v1.037 BH-838 01/23/2003 - 10:59:26
Console mode active
*** Auto starting game. Type 'quit' to abort ***
Initializing Westwood Online Mode
Got server list
Got server pings
Logging onto USA Server
Logged on OK
Applying server settings
Creating game channel...
Channel created OK
Server Side Game Manager v2.0.2 with Scripts.dll v3.4.1 loaded
Created by Black-Cell.net
RenegadeFDS DDE channel initialized
Plugin Yarr.dll(Yet Another Renegade Regulator) v0.7.0 loaded
Plugin nospawnkilling.dll(reborn's anti spawn killing plugin) v1.0 loaded
Plugin dropweapons.dll(reborn's drop weapon plugin) v1.0 loaded
Plugin FTPUploader.dll(FTPUploader) v1.0 loaded
[YaRR] No gameplay pending patch was successfuly applied.
Loaded reborn's anti spawn kill plugin
Loaded reborns drop weapon system plugin
****
Loaded FTP Uploader
****
Created by Sladewillhttp://spynetworks.orgLoading level M01.mix
Host: Teams have been remixed.
Load 100% complete
Level loaded OK
Running in All Out War mode.
New settings detected and loaded from ssgm.ini!
Unable to load "NodDefence" from [M01.mix]
Unable to load "GDIDefence" from [M01.mix]
Malformed defence string "ERR"
Malformed defence string "ERR"
New settings detected and loaded from SpawnKill.ini!
SpawnKill delay time set to: 0.300000
Host: Extra base defences disabled
Westwood Online mode active since 11/21/2009 - 23:51:52 PM
Gameplay in progress
    Map : M01.mix
    Time : 0.29.08

```
    Fps : 60
    GDI : 0/24 players     0 points
    NOD : 0/24 players     0 points


>Connected to ftp42.bravehost.com.
220-Welcome to the Official Bravehost.com FTP Site.
220-
220-For any difficulties please see http://www.bravenet.com/help/
220-
220-** Please Note **
220-
220-Sites with frontpage enabled are *not* be visible via ftp. To
220-edit a frontpage site via ftp, you will have to make a new
220-non frontpage site and upload your files there.
220-
220-** Please Note **
220-
220-Have a nice day.
220-
220 This is a private system - No anonymous login
ftp> ******************
Invalid command.
ftp> ******
Invalid command.
ftp> bin
200 Type set to I
ftp> /FDS_Status_Reporter
Invalid command.
ftp> quit
221 Goodbye.

and here is the file.
@echo off
echo ***************>> ftpcmd.dat
echo ******>> ftpcmd.dat
echo bin>> ftpcmd.dat
echo /FDS_Status_Reporter>> ftpcmd.dat
echo quit>> ftpcmd.dat
ftp -n -s:ftpcmd.dat ftp42.bravehost.com
del ftpcmd.dat
```

Subject: Re: FTP Uploader script
Posted by Hex on Sun, 22 Nov 2009 06:08:31 GMT

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You need to create a function or with your limited? know how use a ready make one like the FTP

function

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sun, 22 Nov 2009 06:10:49 GMT
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Hex wrote on Sun, 22 November 2009 00:08You need to create a function or with your limited?
know how use a ready make one like the FTP function
i have no idea what you just said sorry.

Subject: Re: FTP Uploader script
Posted by Hex on Sun, 22 Nov 2009 06:23:44 GMT
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```
DWORD __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...

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 00:23DWORD __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)
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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....

Subject: Re: FTP Uploader script
Posted by Hex on Sun, 22 Nov 2009 06:33:40 GMT
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Distrbd21 wrote on Sun, 22 November 2009 06:26
wow that explains where it goes..you coulda just said add to the ftp function i woulda got that....

Hex wrote on Sun, 22 November 2009 00:08You need to create a function or with your limited?
know how use a ready make one like the FTP function

So do it and don't expect any more help

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sun, 22 Nov 2009 08:03:00 GMT
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Hex wrote on Sun, 22 November 2009 00:33Distrbd21 wrote on Sun, 22 November 2009 06:26
wow that explains where it goes..you coulda just said add to the ftp function i woulda got that....

Hex wrote on Sun, 22 November 2009 00:08You need to create a function or with your limited?
know how use a ready make one like the FTP function

So do it and don't expect any more help
what you mean don't expect anymore help?, i get errors i typed in the code instead of copy paste
this way i can learn it.

Subject: Re: FTP Uploader script
Posted by reborn on Sun, 22 Nov 2009 10:57:15 GMT
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Hex wrote on Sun, 22 November 2009 01:23
Reborn, this is why I don't normally post in this forum...

No offense intended to you Distrbd21, but I do totally understand exactly where Hex is coming
from.
Hex, I think you would enjoy helping more if you chose people to help more selectively, maybe?

Distrbd21, give me a few days, I'm busy right now. But I will help you out with this. In the mean
time, try to stop being so helpless and be a little more grateful to those trying to help you. Your
lack of insight into situations, and your apparant lack of ability to read tone on forums and your
impatience has lost you the help of Hex. Perhaps in a year you might revisit this thread and see
exactly how much Hex was trying to help you, and how your attitude lost you a possible contact
for the future.
You may not realise it now, but Hex was really trying to help you.

'Don't bite the hand that feeds you' is a saying that springs to mind.

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sun, 22 Nov 2009 17:22:34 GMT
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reborn wrote on Sun, 22 November 2009 04:57Hex wrote on Sun, 22 November 2009 01:23
Reborn, this is why I don't normally post in this forum...

No offense intended to you Distrbd21, but I do totally understand exactly where Hex is coming
from.
Hex, I think you would enjoy helping more if you chose people to help more selectively, maybe?

Distrbd21, give me a few days, I'm busy right now. But I will help you out with this. In the mean time, try to stop being so helpless and be a little more grateful to those trying to help you. Your lack of insight into situations, and your apparant lack of ability to read tone on forums and your impatience has lost you the help of Hex. Perhaps in a year you might revisit this thread and see exactly how much Hex was trying to help you, and how your attitude lost you a possible contact for the future.
You may not realise it now, but Hex was really trying to help you.

'Don't bite the hand that feeds you' is a saying that springs to mind.
see i told you i'm not good at talking to people i always some how piss them off.

Subject: Re: FTP Uploader script
Posted by reborn on Fri, 27 Nov 2009 21:37:17 GMT
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FYI, I have made the foundations of a FTP plugin for you tonight. I'm trying to make it as configurable as possible.

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Fri, 27 Nov 2009 22:52:55 GMT
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reborn wrote on Fri, 27 November 2009 15:37FYI, I have made the foundations of a FTP plugin for you tonight. I'm trying to make it as configurable as possible.
ok....

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 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 a 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 infront 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 formating tags. It looks a bit shitty just as a list, so you can place it in a frame or whatever here.
; You could also preceed 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
<img>someimage.gif</img>

The first version is ready...
I made use of jnz's upload function, and also though it would be a waste to see Hex's code go unused, so implemented that, too.

http://spencerelliott.co.uk/downloads.html

Let me know if there are any bugs.

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Sat, 28 Nov 2009 22:04:14 GMT
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Edit works gr8 one thing tho.

I get a null at the top and bottom of the page.

Here
http://dabomb.dsgaming.us/serverstatus.html

The header i tried taking off and it does that null thing, and idk what the bottom is about.

Subject: Re: FTP Uploader script
Posted by reborn on Mon, 30 Nov 2009 19:54:08 GMT
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Awesome to see it actually in use. I like it!

Any 'null' values are because you've left a blank entry in the ini file somewhere.

Subject: Re: FTP Uploader script
Posted by jnz on Mon, 30 Nov 2009 21:53:27 GMT
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Quote:
JKGaming, all rite's rezerved 2009

lol

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Tue, 01 Dec 2009 00:37:54 GMT
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jnz wrote on Mon, 30 November 2009 15:53Quote:
JKGaming, all rite's rezerved 2009

lol
mp-gaming , JKGaming

Subject: Re: FTP Uploader script
Posted by reborn on Tue, 01 Dec 2009 10:11:42 GMT

jnz wrote on Mon, 30 November 2009 16:53Quote:
JKGaming, all rite's rezerved 2009

lol

He must of left the entry for the ini key. I was only messing around..

; 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
<img>someimage.gif</img>

Subject: Re: FTP Uploader script
Posted by jnz on Tue, 01 Dec 2009 12:05:50 GMT

reborn wrote on Tue, 01 December 2009 10:11jnz wrote on Mon, 30 November 2009 16:53Quote:
JKGaming, all rite's rezerved 2009

lol

He must of left the entry for the ini key. I was only messing around..

; 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
<img>someimage.gif</img>

It's funny that he doesn't know what's wrong with it.

Subject: Re: FTP Uploader script
Posted by Distrbd21 on Wed, 02 Dec 2009 01:26:03 GMT

jnz wrote on Tue, 01 December 2009 06:05reborn wrote on Tue, 01 December 2009 10:11jnz wrote on Mon, 30 November 2009 16:53Quote:
JKGaming, all rite's rezerved 2009

lol

He must of left the entry for the ini key. I was only messing around..

; 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
<img>someimage.gif</img>

It's funny that he doesn't know what's wrong with it.
there is nothing wrong with me leaving text in it that reborn added.