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Subject: Re: FDS Status Reporter Plugin doesnt work  
Posted by [danpaul88](#) on Sat, 12 Jan 2008 11:46:07 GMT  
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The latest version of the plugin ( <http://new.brenbot.com> ) should work fine with 1.52, if it does not let me know and I will look into it. As for PHP side stuff, I'm afraid your just going to have to write your own PHP code for it, but this snippet should help;

```
// Process server data
if ( $fdsStatusTXT = file_get_contents ( "fdsstatus.txt" ) )
{
    $fdsStatusArray = explode ( "\n", $fdsStatusTXT );

    // Create gameData array
    $gameData = array (
        'mode' => $fdsStatusArray[0],
        'map' => $fdsStatusArray[1],
        'gdi_players' => $fdsStatusArray[2],
        'gdi_points' => $fdsStatusArray[3],
        'nod_players' => $fdsStatusArray[4],
        'nod_points' => $fdsStatusArray[5],
        'max_players' => $fdsStatusArray[6],
        'timeleft' => $fdsStatusArray[7],
        'sfps' => $fdsStatusArray[8]
    );

    // Create playerData array
    for ( $i = 0; $i < $gameData['gdi_players']+$gameData['nod_players']; $i++ )
    {
        // Explode the appropriate index of $fdsStatusArray into itself
        $fdsStatusArray[$i+9] = explode ( "\t", $fdsStatusArray[$i+9] );

        // Adjust time field
        $fdsStatusArray[$i+9][6] = substr ( $fdsStatusArray[$i+9][6], strpos( $fdsStatusArray[$i+9][6], "."
    )+1 );

        $playerData[$i] = array (
            'name' => trim($fdsStatusArray[$i+9][0]),
            'side' => trim($fdsStatusArray[$i+9][1]),
            'score' => trim($fdsStatusArray[$i+9][2]),
            'kills' => trim($fdsStatusArray[$i+9][3]),
            'deaths' => trim($fdsStatusArray[$i+9][4]),
            'ping' => trim($fdsStatusArray[$i+9][5]),
            'time' => trim($fdsStatusArray[$i+9][6])
        );
    }
}
```

(NOTE: The above PHP code is untested, but should work, or at least give you a good idea of how to make it work.)

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