
Subject: FDS Status Reporter Plugin doesnt work
Posted by [Buggy](#) on Thu, 08 Feb 2007 15:03:59 GMT
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I have downloaded fds_status_reporter_plugin_1-02 from
<http://www.lmsbc.com/html/downloads.php?download=52> and setup in my brenbot/plugins
directory.
After starting the fds he says:
Undefined subroutine &plugin::getGameStatus called at /XXXX/plugins/fds_status_reporter.pm
line 66.

Whats wrong there?

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [Hex](#) on Thu, 08 Feb 2007 15:11:20 GMT
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1.2 is for the beta only

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [Genesis2001](#) on Tue, 13 Feb 2007 14:39:42 GMT
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that problem is fixed in beta 1.51 build 2 (possibly b1)

Just dont use it for now

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [Buggy](#) on Tue, 13 Feb 2007 15:37:19 GMT
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ok but danpaul88 take my rights for the beta forum away and dont talk with me...

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [Creed3020](#) on Fri, 11 Jan 2008 19:52:11 GMT
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I recently have been trying to get this to work aswell.

I have an old set of templates kicking around but they seem to be out of date now. Must have
been from an earlier version on this plugin.

I was wondering if there was anything out there or if I need to develop something.

Thanks!

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [Genesis2001](#) on Sat, 12 Jan 2008 00:43:51 GMT
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1 year bump ftl....

anyway, afaik...the FDS Status reporter stopped working with 1.5x :\ (I may be wrong, as usual =P)

~MathK1LL

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [Creed3020](#) on Sat, 12 Jan 2008 00:56:01 GMT
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MathK1LL wrote on Fri, 11 January 2008 19:43 1 year bump ftl....

anyway, afaik...the FDS Status reporter stopped working with 1.5x :\ (I may be wrong, as usual =P)

~MathK1LL

Why should I start a whole new thread about the exact same topic....

So far the plugin is uploading the correct text file, so I believe it is working properly.

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.)

Subject: Re: FDS Status Reporter Plugin doesnt work
 Posted by [Creed3020](#) on Sat, 12 Jan 2008 18:29:23 GMT
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Thanks for a start Dan.

I knew that I would have to come up with most of the PHP.

The code that I already have looks really old and doesn't really have anything to do anymore with the newer version of the plugin.

Subject: Re: FDS Status Reporter Plugin doesnt work
Posted by [danpaul88](#) on Sat, 12 Jan 2008 22:03:10 GMT

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NB: Edited the above to replace \$i with \$i+9 on the line below the comment "// Adjust time field". As for why you need to adjust the time field, I am not entirely sure, but it was in the old code so I kept it. IIRC it was so that it could be parsed as a float for entry into a MySQL database (The \$playerData and \$gameData arrays don't exist in the live version TK2 use, it just goes straight into a database, but I replaced it with those to make it more clear what everything is).
