Subject: FTPUploader Plugin

Posted by Sladewill on Mon, 25 May 2009 15:50:17 GMT

View Forum Message <> Reply to Message

This is really annoying that on renegade you cant see your own servers status on websites. So this will upload a html file to your website so you can view the status.

Download:

http://spynetworks.org/download.php?list.5

Subject: Re: FTPUploader Plugin

Posted by HustlerX on Mon, 25 May 2009 15:58:41 GMT

View Forum Message <> Reply to Message

thanks bud

Subject: Re: FTPUploader Plugin

Posted by reborn on Mon, 25 May 2009 16:01:06 GMT

View Forum Message <> Reply to Message

I've not tested to see if it works, but if it does, good job man. That's really kick-ass!

//Ninja edit

Just looked at the code, that's pretty clever, you're writing to the html page every 2 minutes with updates, then triggering the batch file to upload. Pretty clever... Nice one mate!

//Ninja edit 2

Oh yeah.. You're supposed to offer a direct link to the download and some screen shots.

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Mon, 25 May 2009 16:52:54 GMT

View Forum Message <> Reply to Message

np ive been trying to get it working for ages via C++ but a mate mentioned batch and i realise i could use that to make it upload

Subject: Re: FTPUploader Plugin

Link with Wininet.lib

```
#include "Wininet.h"
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, "ftp.host.com", 21, "username", "password",
INTERNET_SERVICE_FTP, 0, 0);
if(!intern2)
 printf("Unable to open a connection - %d\n", GetLastError());
 InternetCloseHandle(intern);
 return 0;
}
if(FtpPutFile(intern2, "myfile.html", "myfile.html", FTP_TRANSFER_TYPE_BINARY, 0))
 printf("Upload complete\n");
else
 printf("Upload failed - %d\n", GetLastError());
InternetCloseHandle(intern);
return 0;
}
```

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

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Mon, 25 May 2009 18:03:19 GMT

View Forum Message <> Reply to Message

Nice

Subject: Re: FTPUploader Plugin

Posted by Goztow on Mon, 25 May 2009 18:49:57 GMT

View Forum Message <> Reply to Message

This does exist as a brenbot plugin as well, but nice work anyway.

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Mon, 25 May 2009 19:07:04 GMT

View Forum Message <> Reply to Message

Not everyone wants to use brenbot now do they?

Subject: Re: FTPUploader Plugin

Posted by reborn on Tue, 26 May 2009 10:32:56 GMT

View Forum Message <> Reply to Message

Are you planning any more releases?

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Tue, 26 May 2009 11:44:28 GMT

View Forum Message <> Reply to Message

Maybe what else could i do to it?

- 1: i might do players in server if i can work out how to store the names in a array
- 2: do what players are on what team

ill try to fix this and ill add what inz uses

Subject: Re: FTPUploader Plugin

Posted by reborn on Tue, 26 May 2009 12:56:13 GMT

View Forum Message <> Reply to Message

They sound like nice additions to expand on, you could include building health, points for the team, time remaining etc etc, but what I really meant, was are you planning any other plug-in's

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Tue, 26 May 2009 14:17:12 GMT

View Forum Message <> Reply to Message

duno ive got ideas that i will work on, maybe rebuildable buildings and such

Subject: Re: FTPUploader Plugin

Posted by wittebolx on Wed, 27 May 2009 07:08:00 GMT

View Forum Message <> Reply to Message

nice work

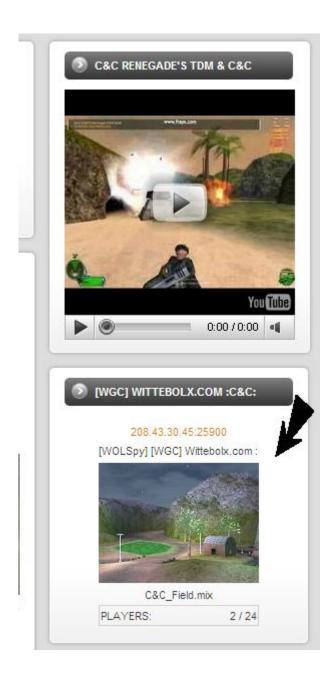
a few months back i found a nice tool that does the same and more, the source is open so it could help you in making new stuff for it

google: LGSL v5.0 Stand-Alone

Edit: nvm. just looked at your website and noticed you already have Igsl

File Attachments

1) lgsl_sample.JPG, downloaded 788 times



Subject: Re: FTPUploader Plugin

Posted by Scrin on Wed, 27 May 2009 07:49:56 GMT

View Forum Message <> Reply to Message

what's all this do?

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Wed, 27 May 2009 09:27:48 GMT

View Forum Message <> Reply to Message

Well witte LGSL doesnt actually work for WOL servers it might only work for gamespy but since

most ppl do use WOL its quite handy.

Im working on getting all players in game on it as well, another thing about this is its simple html rather than all that from LGSL

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Wed, 27 May 2009 09:51:55 GMT

View Forum Message <> Reply to Message

Version 2

http://www.spynetworks.org/download.php?list.5

Subject: Re: FTPUploader Plugin

Posted by reborn on Thu, 28 May 2009 08:15:52 GMT

View Forum Message <> Reply to Message

It's a nice update, very cool. You might want to try and look at the settings loader in the plug-in example source code. It would allow you to make the hostname, port, user name, password etc etc all configurable variables for people to set in an .ini file.

Subject: Re: FTPUploader Plugin

Posted by Sladewill on Thu, 28 May 2009 10:51:31 GMT

View Forum Message <> Reply to Message

ill see if i can get it into a settings file