
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

Posted by [jnz](#) on Mon, 25 May 2009 17:58:44 GMT

[View Forum Message](#) <> [Reply to Message](#)

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 jnz 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

separate to this project?

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

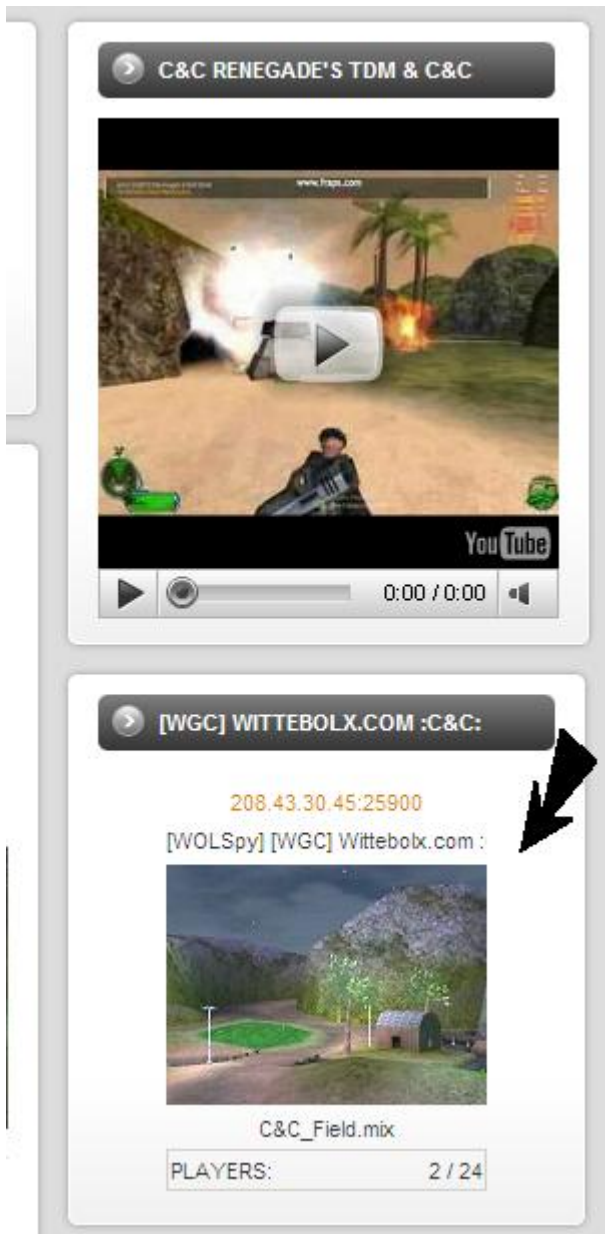
a few months back i found a nice tool that does the same and more, the source is open so it could help you in making new stuff for it

google: LGSL v5.0 Stand-Alone

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

File Attachments

1) [lgsl_sample.JPG](#), downloaded 980 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
