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## Demo arcade now running new release beta

Posted by pragma - 2008/06/09 13:55

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I have installed the latest bleeding edge beta code in our demo arcade. This version includes many many bugfixes and enhancements, including:

- \* Joomla 1.5 support (legacy mode)
- \* Contests
- \* New fully CSS, template based design
- \* Tagging Improvements
- \* Leaderboard caching and performance improvements
- \* Several new configuration options
- \* Implemented triggers which now allows PM notification, better shoutbox support, and more
- \* MUCH MORE!!!!

Go to the demo arcade to check out all the great new improvements.

Demo Arcade:[http://www.pragmaticutopia.com/component/option,com\\_puarcade/Itemid,127/](http://www.pragmaticutopia.com/component/option,com_puarcade/Itemid,127/)

Please post any issues you notice in the demo arcade right in this thread.

If you would like to see this version released, please SUPPORT us by making a small donation. Every little bit helps. You can do this by clicking the "Donate" button at the bottom of the page.

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## Re:Demo arcade now running new release beta

Posted by soulreaver - 2008/06/10 14:59

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When a 1.5 native version??? :blush: :blush: :blush:

:woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo: :woohoo:

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## Re:Demo arcade now running new release beta

Posted by pragma - 2008/06/10 15:23

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I am not yet sure when I will release a 1.5 native version.

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## Re:Demo arcade now running new release beta

Posted by soulreaver - 2008/06/10 15:31

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Ok.... :( :( :( :(

... mmm.... In that case...

I would be very very happy to make a "generous donation" ....

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## Re:Demo arcade now running new release beta

Posted by xjc - 2008/06/11 03:45

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does this new version have fullscreen built in?

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## Re:Demo arcade now running new release beta

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Posted by Tinker - 2008/06/11 04:12

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CSS doesn't properly render using IE7. Bottom rounded corners are out of place and padding is off/missing between menus and sections.

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/06/11 07:44

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\* Leaderboard caching and performance improvements

If beta is same as current SVN, Leaderboard not work for me, I have 30s timeout :( :( :(

My arcade is more than one month without leaderboard :S :S :S

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## Re:Demo arcade now running new release beta

Posted by pragma - 2008/06/11 08:34

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xjc wrote:  
does this new version have fullscreen built in?

No, sorry

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## Re:Demo arcade now running new release beta

Posted by pragma - 2008/06/11 08:35

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Tinker wrote:  
CSS doesn't properly render using IE7. Bottom rounded corners are out of place and padding is off/missing between menus and sections.

Oh, thanks for posting, I hadn't noticed that.

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## Re:Demo arcade now running new release beta

Posted by jg\_balcombe - 2008/06/11 09:48

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If beta is same as current SVN, Leaderboard not work for me, I have 30s timeout

My arcade is more than one month without leaderboard

Please can you check what indexes you have on the \_puarcade table...

You should have 2, one of which is XPKLeaderBoard.

Miro and I performed a good test which eliminated a performance issue.

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/06/11 10:49

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Ok, I'm sorry.

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I tried this on my test site, where I was change DB to my general DB in global configuration where I have 46k+ scores, 1k users and 600 games. I think this was bad idea.

I will try full newest puarcade, but i have too much my modifies which I must include to newest version.

I will post report if leaderboard work.

Thanks!

Edit: What should be in #\_\_puarcade table other? I was look at tables in general (old) DB and DB from my test site. Both tables are same.  
How I know if table puarcade is indexed to leaderboard?

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/06/11 10:51

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Hmm, where I can search bot for shoutbox?

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/06/16 00:53

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2JGB:

Always leaderboard not work for me :(  
30s timeout :(:(:(

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## Re:Demo arcade now running new release beta

Posted by dope - 2008/06/17 11:16

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Hello,

is there anywhere a demo download to test the Component?

Greetings  
Dope

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## Re:Demo arcade now running new release beta

Posted by Tinker - 2008/07/18 14:18

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pragma wrote:

Tinker wrote:

CSS doesn't properly render using IE7. Bottom rounded corners are out of place and padding is off/missing between menus and sections.

Oh, thanks for posting, I hadn't noticed that.

I've played around with the css a bit and come up with some fixes to get things displaying correctly in IE7 with no adverse effects in Firefox.

in the style.css files

in section #pua\_header  
add: padding-bottom 5px;

(adds spacing so special folder links don't lay on top of section folders)

in section .pua\_folder\_games  
add: height: 58px;

(corrects positioning of bottom rounded corners)

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## Re:Demo arcade now running new release beta

Posted by pragma - 2008/07/18 18:54

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Thanks tinker!

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## Re:Demo arcade now running new release beta

Posted by jg\_balcombe - 2008/07/20 02:47

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Vanama wrote:  
2JGB:

Always leaderboard not work for me :(  
30s timeout :(:(:(

Have you tried removing the indexes we mentioned? I don't believe there are part of the core deployment and as such could degrade the performance.

Also - are you using any other 3rd party modules which are referring to the arcade's core tables?

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/07/20 09:21

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I need not solution for this now. I was create a best solution (function for write and update places, points and first places when score is saved to new table jos\_puarcade\_leaders) for a leaderboard and this is really good and work great with other cool features.

Look at <http://www.zabava-online.cz/online-hry-2.html>

I was created a "played time" system too. When score is saved, write to DB played time from run game to save score and write to DB game time played.

It's cool! For example my users play 14d 11h 0m 0s in yesterday :)

For example look at <http://www.zabava-online.cz/domu/strategie/bistro-yum-burger.html>

When You, Pragma or anybody wish, I will post my codes, but at own risk, I am not programmer.

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## Re:Demo arcade now running new release beta

Posted by jg\_balcombe - 2008/07/20 21:57

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Hi Vanama,

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Check out the latest entry I wrote...

[http://www.pragmaticutopia.com/component/option,com\\_fireboard/Itemid,121/func,view/id,7852/catid,4/](http://www.pragmaticutopia.com/component/option,com_fireboard/Itemid,121/func,view/id,7852/catid,4/)

Looks like we're thinking the same thing. Code is with Pragma, and so we should hopefully be able to get it in soon.

:)

\*EDIT\*

Vanama - apologies - your solution is even better, I'll look to get something similiar into the SVN as well.

If you have your code ready, can you zip and email it to me? It would be good to get this type of stuff in.

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/07/21 07:17

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Will You send full my modify PUArcade component (It's based on SVN 338, but with too much my modifies) or only some codes of my solution of leaderboard?

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## Re:Demo arcade now running new release beta

Posted by jg\_balcombe - 2008/07/21 12:29

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Hi Vanama,

If you send as much as you like - that would be great.

Thanks,  
James.

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/07/21 14:01

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Email with some informations was send. ;)

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/07/23 11:28

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James, receive You email from me?

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## Re:Demo arcade now running new release beta

Posted by jg\_balcombe - 2008/07/23 23:20

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There are obviously a number of different ways this can be done. One is for this processing to be done inside the core processing or another way is to extend the PUArcade system plugin to listen for new highscores events and process the leaderboard that way.

What I was thinking of was..

1. plugin is extended to include this functionality based on the highscore event
2. admin control panel has a button which can completely rebuild the leaderboard if necessary.

Not sure about the timing element yet, because there are potentials here to further enhance the security from false scores.

Also, as Pragma is the boss - I think I need to discuss this all with him first!!

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/07/24 13:05

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I Am happy, Leaderboard work great for me, but script, which I wrote for rebuild all leaderboard items is slow and I have 30s time out.

I have updates some functions (fix function StartPlayingTime) and new feature. Show players usernames which playing current game based on time played feature.

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## Re:Demo arcade now running new release beta

Posted by pragma - 2008/07/24 17:39

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Vanama wrote:

I Am happy, Leaderboard work great for me, but script, which I wrote for rebuild all leaderboard items is slow and I have 30s time out.

I have updates some functions (fix function StartPlayingTime) and new feature. Show players usernames which playing current game based on time played feature.

Is it a php execution timeout or a MySQL query timeout?

If it were a php execution timeout we could run the SQL query outside of PHP.

If it is a MySQL query timeout, we would need to break it up into multiple separate queries somehow.

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## Re:Demo arcade now running new release beta

Posted by jg\_balcombe - 2008/07/24 20:26

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its a mysql query time out. (hence breaking it up as they save a highscore would work).

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## Re:Demo arcade now running new release beta

Posted by Vanama - 2008/07/24 21:14

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This script could be rewrite for smaller count of games, but I not needed this script, I have build leaderboard now. I think option something as: Rebuild from game id: xx