
Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/18 09:11

The other SVN Discussion thread was getting too long and confusing, so I locked it and created a new one.

In this thread, lets discuss SVN revisions of 349 and greater.

Please ONLY post regarding the core PUArcade component (not modules, plugins, etc).

Please post ONLY about SVN revisions.

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/18 10:16

cool I love new threads ;)
so here is my little svn349 bug reminder.

- No more leaderboard (global & contest)

I personnaly liked the leaderboard from 2.1.1 it worked nice and fast I could display a top 50 on my tophomepage! even on a shared host

- Score messages should be displayed under the folderpics line

- folders pics should be added to the template folder

- jomcomment not yet supported

- guest restrictions don't work if set 'on' (view and play stuff)

- pages navigation don't work within folders

- navigation in games in the admin don't work also, only the folder filter and display 100. Page numbers keep me on the same page and displaying 'all' don't work.

GOod to start with!

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/18 10:52

adroussel wrote:

- No more leaderboard (global & contest)

I personnaly liked the leaderboard from 2.1.1 it worked nice and fast I could display a top 50 on my tophomepage! even on a shared host

What do you mean by this? Does the leaderboard not work for you? What happens?

I am running SVN349 on the demo arcade, and the leaderboard works pretty good there.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/18 12:20

adroussel wrote:

- jomcomment not yet supported

What is happening for you with JomComment? If you look in my demo arcade, you can see JomComment working properly.

If it isn't working for you:

-
- Is integration enabled in your arcade settings?
 - What version of JomComment are you using?
 - What version of Joomla are you testing on?
-

Re:Discussion of SVN Version 349 and up

Posted by dope - 2008/08/18 12:50

Hello,

2 Questions about PUArcade:

1. I see the Version 346 in the Downloads. Where ist the Version 349?
2. In the Demos at this Site i open PUAracde and see nothing. No Games (Newest) The only thing i can see is the Leaderboard

Greetings
dope

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/08/18 14:16

'Hi !
Score Function on J1.5.6 and Jomcomment still not working

Edit: 2nd Gameplay works ... Score successfully saved.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/18 14:31

dope wrote:
Hello,

2 Questions about PUArcade:

1. I see the Version 346 in the Downloads. Where ist the Version 349?
2. In the Demos at this Site i open PUAracde and see nothing. No Games (Newest) The only thing i can see is the Leaderboard

Greetings
dope

SVN version 349 is not there anymore, it is now version 352.

Re:Discussion of SVN Version 349 and up

Posted by adrousse - 2008/08/18 20:44

ok so I uploaded revision 352 on joomla 1.5.6

-
- Leaderboard still displays: no leaders yet
(there should have as there are more than 300players)
 - COntest section has gone
 - Score messages now display on the right of the folder pics line
it should be below
 - Jomcomment is enabled in the arcade but doesn't appear in games(jomcomment 2.2 Build 536)
 - Game navigation in folder list and admin still don't work right
 - guest restriction still dont work
 - FIXED: the folder name now shows in pathway (not Array anymore)but not yet in game stats block
-

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/08/19 01:50

Hi

I'm @ work and can't change any php files So i got an idea.

Jomcomment: I think it doesn't work because in puarcade.html.php exists two times the Line
/mambots/content/jom_comment_bot.php

In J1.5 there aren't any mambots, they now known as plugins. So can anybody change the two lines in
/plugins/content/jom_comment_bot.php

I hope it works, it can't work if pua call the bot in mambots folder ;)

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/19 02:46

well done it works!;)

nice catch

Re:Discussion of SVN Version 349 and up

Posted by xabarar - 2008/08/19 04:10

Wow, 352 seems very good... also IE7 template issues are solved...

But i still have the problem with smf bridge... :unsure:

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/08/19 05:18

But i still have the problem with smf bridge...

Have you try in the joomla-system-settings set the session save from database to none and disable the databasedriven session in SMF-Admin?

Re:Discussion of SVN Version 349 and up

Posted by xabarar - 2008/08/19 05:48

Thanks miro, but

database driven session has always been disabled in smf, and i can't find any voice to set any session save in my joomla settings... i use 1.015 version...

Anyway, everything works perfectly with puarcade 2.1.2, J!1.0.15, smf bridge and these same settings... if i try the actual svn, no score is saved; if i replace the actual hacked index.php of joomla with a clean and original one, scores are saved...

There is a thread on this subject also in the support area and in the subscribers support area... i don't know if it would be better to continue speaking there...

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Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/08/19 05:53

Oh sorry, i think you use J1.5 ;)

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/19 07:15

adroussel wrote:

ok so I uploaded revision 352 on joomla 1.5.6

- Contest section has gone

I pulled out the contest section (on purpose) because it still needs more work, and I want to get a release out asap.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/19 07:17

adroussel wrote:

- Jomcomment is enabled in the arcade but doesn't appear in games(jomcomment 2.2 Build 536)

This should be fixed in SVN 353.

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/08/19 07:33

Ok, my Jomcomment works now too :-)

But when i go to arcade, there will be not the hole template loaded (both page and pua). Anyone the same Problem ? Only a few Games without any Colors or something ...

Edit:

-Prob appears only when i'm logged in, as guest it works ^^

-Change Pages in Backend doesn't work

-Clear Scores ... doesn't work in Game Manager (J1.5)

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/19 13:28

adroussel wrote:

ok so I uploaded revision 352 on joomla 1.5.6

- Leaderboard still displays: no leaders yet
(there should have as there are more than 300players)

When you get a chance, can you update to SVN 355, then look in the maintenance control panel. There is a new button there called "re-calculate leaderboard". When you click this, it should either say success, or give an error message. Can you tell me what it says?

Thanks!

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/19 17:39

ok svn356 on.
The recalculate button says:

"Error calculating leaderboard: 0"
in red

hope it helps

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/20 07:44

Hmm, not what I was hoping for.

Can you run the query below using phpmyadmin and tell me what it says?

```
insert into jos_puarcade_leaderboarddetail ( id, userid, username, points ) select 1,s2.userid, u.username, sum( 20 - (select COUNT(DISTINCT s.userid) from jos_puarcade s where s.userid != 0 and s.userid != s2.userid and s.gameid = s2.gameid and (( s.score > s2.score and g2.reverse_score = 0 ) or (s.score < s2.score and g2.reverse_score = 1 )) ) as points from jos_puarcade s2, jos_puarcade_games g2, jos_users u where s2.userid != 0 and s2.gameid = g2.id and s2.userid = u.id group by s2.userid, u.username having points > 0 order by points DESC limit 0,10;
```

If it says "duplicate key error " or something like that, run this first:

```
truncate table jos_puarcade_leaderboarddetail;
```

Please let me know what happens, and if you had to run the 2nd command for it to work.

Do you know what version of MySQL you have?

Thanks!

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/20 08:08

ok when I run the first query it says this error:

```
INSERT INTO jos_puarcade_leaderboarddetail( id, userid, username, points )
SELECT 1 , s2.userid, u.username, sum( 20 - (
SELECT COUNT( DISTINCT s.userid )
FROM jos_puarcade s
WHERE s.userid !=0
AND s.userid != s2.userid
```

```
AND s.gameid = s2.gameid
AND (
(
s.score > s2.score
AND g2.reverse_score =0
)
OR (
s.score < s2.score
AND g2.reverse_score =1
)))
) AS points
FROM jos_puarcade s2, jos_puarcade_games g2, jos_users u
WHERE s2.userid !=0
AND s2.gameid = g2.id
AND s2.userid = u.id
GROUP BY s2.userid, u.username
HAVING points >0
ORDER BY points DESC
LIMIT 0 , 10
```

MySQL a répondu:Documentation
#1146 - Table 'retromundi.jos_puarcade_leaderboarddetail' doesn't exist

and same for second query...
maybe smthin missing in the first query?

I use mysql 5.051
php 5.2.5

what's next? ;)

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/20 11:23

Ahh, now we are getting somewhere.

To install these last couple SVN's, did you just overwrite the files, or did you do an actual uninstall/re-install?

Those tables are created by the install routine, and were added fairly recently. If you are just overwriting files, they may not have been created.

Can you try doing an uninstall and then a re-install using the latest SVN, instead of just copying the files over?

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/20 11:44

adrussel wrote:

- Score messages should be displayed under the folderpics line

Fixed in SVN 357

Re:Discussion of SVN Version 349 and up

Posted by adrussel - 2008/08/20 21:25

ok CSS for score messages is just fine now.

I apologize for unconsciously having been lazy just uploading svn files.
The leaderboard works now.

It works, but it takes 45 seconds to show even caching!
Where is it supposed to cache? maybe a chmod issue?

As I allredy said I'm missing the leaderboard from 2.1.1 when I could instantly display a top50 users on my main page...
What do you think guys? Miro?

I think beeing able to show his rank to an average or beginner user is the best way to have it addicted wanting to progress.

I also think CB Itemid should be asked in settings to display links to cb profiles on the leaderboard.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/21 12:06

adroussel wrote:

- guest restrictions don't work if set 'on' (view and play stuff)

Are you talking about the items you can configure in the settings area? These only apply if you are in flat mode.

If you are using folder mode, you set the permissions on each individual folder.

If you ARE setting the permissions on each individual folder, and it isn't working for you, please post about it. In my testing, it seems to work fine.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/21 12:17

adroussel wrote:

- pages navigation don't work within folders

Can you give more information on this? It seems to work in the demo arcade and my test environments. You are talking about the pagination in the front end, right?

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/21 13:57

adroussel wrote:

- guest restrictions don't work if set 'on' (view and play stuff)

Report working folder restrictions in SVN 357 and joomla 1.5.6 legacy

Also a question, ¿how does the leaderborad exactly works? ¿can i create game contests? ¿how?

Thanks and best regards!

PS: What happened to the lang file?, I have translated to spanish but some strings are missing in the english file like:
DEFINE("PUA_GAME_INSTRUCTIONS","Instrucciones del juego:");
DEFINE("PUA_GAME_INSTRUCTIONS_POS_N", "Sin instrucciones");
DEFINE("PUA_GAME_INSTRUCTIONS_POS_T", "Arriba");
DEFINE("PUA_GAME_INSTRUCTIONS_POS_R", "A la derecha");
DEFINE("PUA_GAME_INSTRUCTIONS_POS_B", "Abajo");
DEFINE("PUA_GAME_INSTRUCTIONS_POS_L", "A la izquierda");

Please provide me any changes to be translated

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/08/21 14:35

I've updated to the latest svn again (Reinstall). Is it normal that i have to install the shoutbox and uddeplugin again ? The Files are in the plugin folder, but under plgins in backend the bots away, so they doesn't work anymore.

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/21 18:35

MarkusK wrote:

I've updated to the latest svn again (Reinstall). Is it normal that i have to install the shoutbox and uddeplugin again ? The Files are in the plugin folder, but under plgins in backend the bots away, so they doesn't work anymore.

yep same for me

btw anyone having succesfully been using the Pm notification without problem in submitting scores on some games?

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/21 18:58

f you ARE setting the permissions on each individual folder, and it isn't working for you, please post about it. In my testing, it seems to work fine.

yep right, my apologizes again, seems that when migrating the tables from my old 1.015 & 2.1.1, It missed these folder settings... or maybe just me ...

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/21 19:10

You are talking about the pagination in the front end, right?

Yes.

I'm not using 'Show Game Selections on Folder' but when I'm in a folder, for ex 'sports' I can not use the page navigation:

End >>

"2", "next" & "End" links all send me to :

<http://www.domain.com/index.php?limitstart=100?limitstart=100>

Instead of something like this:
index.php?option=com_puarcade&fid=4&limitstart=100

(I'm displaying 100 games in a page caus I can not view next pages... ;/)

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/21 19:11

adroussel wrote:

You are talking about the pagination in the front end, right?

Yes.

I'm not using 'Show Game Selections on Folder' but when I'm in a folder, for ex 'sports' I can not use the page navigation:

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Instead of something like this:
index.php?option=com_puarcade&fid=4&limitstart=100

(I'm displaying 100 games in a page caus I can not view next pages... ;/)

Ahh, ok, I understand. Thanks.

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/08/22 05:01

Before i update the the 357 my PM notification worked.
I had the Shoutbox und uddeplugin installed.
And my Frontend pagination works, but i have a problem with pagination in backend.
I have the Gamefolder in Frontend, then click on view alle xx Games, there it works.

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/22 09:56

MarkusK wrote:

Before i update the the 357 my PM notification worked.
I had the Shoutbox und uddeplugin installed.
And my Frontend pagination works, but i have a problem with pagination in backend.
I have the Gamefolder in Frontend, then click on view alle xx Games, there it works.

you have to reinstall the plugins...
my PM notifications worked also but some games stopped scoring when i used that UddeIM plugin.

I tested, and in both folder displays, my frontend pagination is not usable as described in my post before... Even if as you just said, the "see all games in taht folder" works fine. I guess it's a joomla 1.5 related problem caus it doesn't have it in the demo on here.

Btw I noticed a display problem on the demo here
http://www.pragmaticutopia.com/component/option,com_puarcade/Itemid,127/fid,2/limit,15/limitstart,30/

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/25 02:22

I get this error on every puarcade pages:

Warning: mysql_real_escape_string() : Access denied for user 'nobody'@'localhost' (using password: NO) in /home/retrom47/public_html/components/com_puarcade/cls.puarcade.php on line 1445

Warning: mysql_real_escape_string() : A link to the server could not be established in /home/retrom47/public_html/components/com_puarcade/cls.puarcade.php on line 1445

Warning: mysql_real_escape_string() : Access denied for user 'nobody'@'localhost' (using password: NO) in /home/retrom47/public_html/components/com_puarcade/cls.puarcade.php on line 1436

Warning: mysql_real_escape_string() : A link to the server could not be established in /home/retrom47/public_html/components/com_puarcade/cls.puarcade.php on line 1436

when the joomfish 2beta abstraction layer plugin is published....:S
(sv357 & joomla 1.5.6)

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/25 08:59

This only happens when Joomfish 2 beta is published?

Does it happen with PUArcade 2.2? (I would think it should)

Does it happen with other versions of Joomfish?

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/25 10:10

Yes it only happens when the joomfish plugin is enabled. I use joomla 1.5 so I can't test with older version of puarcade or older from joomfish as the beta 2 is the only one supposed to work with j1.5.

I remember having used joomfish and Puarcade on 1.013 without this error. But it was puarcade 2.1.1 and I dont' remember what version of joomfish.

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/26 02:29

Not a bug, simple suggestion:

On game stats block,
'Scores: 0' shouldn't be shown on non scoring games
easy one :)

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/26 06:57

razor7 wrote:
adroussel wrote:

- guest restrictions don't work if set 'on' (view and play stuff)

Report working folder restrictions in SVN 357 and joomla 1.5.6 legacy

Also a question, ¿how does the leaderborad exactly works? ¿can i create game contests? ¿how?

Thanks and best regards!

PS: What happened to the lang file?, I have translated to spanish but some strings are missing in the english file like:

```
DEFINE("PUA_GAME_INSTRUCTIONS","Instrucciones del juego:");  
DEFINE("PUA_GAME_INSTRUCTIONS_POS_N", "Sin instrucciones");  
DEFINE("PUA_GAME_INSTRUCTIONS_POS_T", "Arriba");  
DEFINE("PUA_GAME_INSTRUCTIONS_POS_R", "A la derecha");  
DEFINE("PUA_GAME_INSTRUCTIONS_POS_B", "Abajo");  
DEFINE("PUA_GAME_INSTRUCTIONS_POS_L", "A la izquierda");
```

Please provide me any changes to be translated

Oh yeah, I pulled out those lang descriptions because they are for a feature that isn't yet implemented. It may come back in the future, so it is ok to leave the definitions in there.

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/26 07:47

Thanks for the reply.

How about this one ¿how does the leaderborad exactly works? ¿can i create game contests? ¿how?

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/26 08:01

razor7 wrote:
Thanks for the reply.

How about this one ¿how does the leaderborad exactly works? ¿can i create game contests? ¿how?

Right now, the leaderboard works by making a giant SQL query that builds the leaderboard and stores it in cache. You set how long that cache lasts for in the config area. You get 20 points for 1st place, 19 points for 2nd place, etc.

Game contests have been disabled for this release, since they weren't quite ready. They will be back very soon.

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/26 08:08

So...if I install the arcade and play the pacman and the snake, in the leaderboard should be displayed my 2 scores? because i dont see any.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/26 08:27

Ahh, no, that's not how it works. The leaderboard compiles scores from all the games. Then, it gives you a point value based on your position in each game. So, if you get 1st place, you get 20 points, if you get 2nd place, you get 19 points. Then, it adds all these together to give you one overall score for the whole arcade. This number is compared against others, to give a kind of "best of the whole arcade" type score.

If you have some scores, you should at least see yourself on the leaderbord. If you aren't, read up in the thread where Adroussel and I were troubleshooting his leaderboard. You are probably having the same problem.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/26 08:29

adroussel wrote:

Yes.

I'm not using 'Show Game Selections on Folder' but when I'm in a folder, for ex 'sports' I can not use the page navigation:

End >>

"2", "next" & "End" links all send me to :

<http://www.domain.com/index.php?limitstart=100?limitstart=100>

Instead of something like this:

index.php?option=com_puarcade&fid=4&limitstart=100

(I'm displaying 100 games in a page cause I can not view next pages... ;/)

Does this happen in all the folders? This issue doesn't occur in my 1.5 test environment.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/26 08:31

MarkusK wrote:

I've updated to the latest svn again (Reinstall). Is it normal that I have to install the shoutbox and uddeplugin again? The files are in the plugin folder, but under plugins in backend the bots away, so they don't work anymore.

Yes, this is normal. The uninstaller removes all the plugins.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/26 09:02

adroussel wrote:

- navigation in games in the admin don't work also, only the folder filter and display 100. Page numbers keep me on the same page and displaying 'all' don't work.

Fixed in SVN 358

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/26 09:14

OK...thanks a lot.

Please keep me up of lang changes.

Best regards!

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/26 18:46

pragma wrote:
adroussel wrote:

- navigation in games in the admin don't work also, only the folder filter and display 100. Page numbers keep me on the same page and displaying 'all' don't work.

Fixed in SVN 358

Yes mainly fixed only 'all' option displays nothing

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/08/26 19:49

pragma wrote:
adroussel wrote:

Yes.

I'm not using 'Show Game Selections on Folder' but when I'm in a folder, for ex 'sports' I can not use the page navigation:

End >>

"2", "next" & "End" links all send me to :
<http://www.domain.com/index.php?limitstart=100?limitstart=100>

Instead of something like this:
index.php?option=com_puarcade&fid=4&limitstart=100

(I'm displaying 100 games in a page caus I can not view next pages... ;/)

Does this happen in all the folders? This issue doesn't occur in my 1.5 test environment.

Ok I found out! :woohoo:
I'm using Sh404 SEF on my content articles and on CB to get urls like:
www.mydomain.com/username to link to user's scores&profile.

I disabled it on puarcade component, but I have to disable it totally if I don't want it to mess the folder navigation urls like:
<index.php?limitstart=100?limitstart=100>

So I have to disable completely SH404SEF to fix this issue...
any work around? I need this SEF

The alternative for those wanting to use SH404SEF without a fix for this bug, would be to be able in the admin to set the number of games in one page with a text field and not a selectdrop down(in some folders I have more than 100 games)...

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/27 22:54

Maybe would be goo to point this to the sh404SEF developers, is the best SEF ever, and has a lot of supported jomla addons, so maybe they will help!

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/27 22:59

I'm experiencing some layout issues when playing the games, no matter the dimmensions of the game
joomla 1.5.6 SVN
template jaPurity and beez
puArcade SVN 358

Also a little question...

Will puarcade be joomla 1.5 native sometime?

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/28 05:06

razor7 wrote:

I'm experiencing some layout issues when playing the games, no matter the dimmensions of the game
joomla 1.5.6 SVN
template jaPurity and beez
puArcade SVN 358

Also a little question...

Will puarcade be joomla 1.5 native sometime?

What are the issues you are experiencing?

Yep, PUArcade will eventually be native. Depending on timing, this upcoming release may be the last one that supports Joomla 1.0

=====

Re:Discussion of SVN Version 349 and up

Posted by Tinker - 2008/08/28 05:40

pragma wrote:

Yep, PUArcade will eventually be native. Depending on timing, this upcoming release may be the last one that supports Joomla 1.0

Please wait at least till you get a working contests system before you stop supporting 1.0. I've got a site that has been heavily modded and can't move onto joomla's 1.5 platform. :(

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/08/28 12:24

Tinker wrote:

pragma wrote:

Yep, PUArcade will eventually be native. Depending on timing, this upcoming release may be the last one that supports Joomla 1.0

Please wait at least till you get a working contests system before you stop supporting 1.0. I've got a site that has been heavily modded and can't move onto joomla's 1.5 platform. :(

I hear you. I think a lot of people will be in that same boat for a while (myself included).

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/28 15:14

pragma wrote:

What are the issues you are experiencing?

This happens using

joomla 1.5.6 SVN after applying the patch to correct column count on articles

http://joomlancode.org/gf/project/joomla/tracker/?action=TrackerItemEdit&tracker_item_id=10691

template jaPurity, beez and milkway

puArcade SVN 358

Also happens in a minor way using

joomla 1.5.6 SVN without applying any patch

<http://www.pragmaticutopia.com/images/fbfiles/images/layoutError.jpg>

I think that the new addition of the DIV layout styles in puArcade are causing those glitches...

Re:Discussion of SVN Version 349 and up

Posted by mucha0815 - 2008/08/28 16:07

I made some changes to the class.puarcade.php to set the pagetitle & the right language from new games, faves & popular games:

```
} elseif ($fid == 9997) {  
  
    if ($showpathway==1){  
        echo " ";  
        echo stripslashes($title)." ";  
        echo " ".PUA_POPULAR_GAMES." ";  
    }  
  
    $mainframe->setPageTitle($title." - ".PUA_POPULAR_GAMES);  
    include_once( "includes/pageNavigation.php" );  
    $pageNav = new mosPageNav( $gamesperpage, 0, $gamesperpage );  
    puarcade_html::WriteSpecialFolderLinks($Itemid);  
  
    puarcade_html::ShowGames($Itemid,$pageNav,$flat,$fid);  
  
    /*  
    * This means we are looking in the Newest Games folder.  
    */  
} elseif ($fid == 9998){  
  
    if ($showpathway==1){
```

```
echo " ";
echo stripslashes($title)." ";
echo " ".PUA_NEWEST_GAMES." ";
}

$mainframe->setPageTitle($title." - ".PUA_NEWEST_GAMES);
include_once( "includes/pageNavigation.php" );
$pageNav = new mosPageNav( $displaymax, 0, $displaymax );
puarcade_html::WriteSpecialFolderLinks($Itemid);
puarcade_html::ShowGames($Itemid,$pageNav,$flat,$fid);

/*
 * This means we are looking at the favourite folder
 */
} elseif ($fid == 9999){

if ($showpathway==1){

echo " ";
echo stripslashes($title)." ";
echo " ".PUA_FAVES_FRONT." ";
echo "";
}

$mainframe->setPageTitle($title." - ".PUA_FAVES_FRONT);
include_once( "includes/pageNavigation.php" );
$pageNav = new mosPageNav( $maxfaves, 0, $maxfaves );
puarcade_html::WriteSpecialFolderLinks($Itemid);
puarcade_html::ShowGames($Itemid,$pageNav,$flat,$fid);
```

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/08/28 19:59

Report working!

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/01 17:41

3 days with no messages?

Jejeje...PU SVN may be working like a charm!

Re:Discussion of SVN Version 349 and up

Posted by sko - 2008/09/06 06:19

razor7 wrote:

3 days with no messages?

Jejeje...PU SVN may be working like a charm!

iam not really care..

- template breaks on game play (right column) ->new bug
- log out when upload game /delete game

- special folder links appear even though disabled in backend

=====

Re:Discussion of SVN Version 349 and up

Posted by mucha0815 - 2008/09/07 09:51

I saw this here:

```
echo "  
id).'>'.sprintf(PUA_SEE_ALL_GAMES_IN_FOLDER, $count)." » ";
```

and changed it to this:

```
echo "  
id).\">\".sprintf(PUA_SEE_ALL_GAMES_IN_FOLDER, $count)." » ";
```

And I also changed some "&" to "&" and added some missing \" or in some cases \" to make it validate.

it will be great if this will be in the next version, so i dont need to change this every time

thanks

=====

Re:Discussion of SVN Version 349 and up

Posted by mucha0815 - 2008/09/07 10:51

The "style" element is in the "body" section instead of inside "head".

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/08 10:06

sko wrote:

razor7 wrote:

3 days with no messages?

Jejeje...PU SVN may be working like a charm!

iam not really care..

- template breaks on game play (right column) ->new bug
- log out when upload game /delete game
- special folder links appear even though disabled in backend

When was the last time you updated from SVN? I think some of these are already fixed, no?

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/08 12:16

I committed a couple updates today that I got from JamesB.

It turns out that the leaderboard caching was not working - it was recreating the leaderboard every time. If you apply the current SVN code, the caching should work now.

Also, there were some changes made to some database indexes in the installer, so be sure to do an uninstall/reinstall to

make sure you get these changes applied.

=====

Re:Discussion of SVN Version 349 and up

Posted by mucha0815 - 2008/09/08 21:27

Here is a link for for xhtml valid flash integration:
<http://www.alistapart.com/articles/flashesatay/>

I tested it with my puarcade and it works.

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/09 05:40

Hello...i'm having the same issue - template breaks on game play (right column). I thinkk is a missing

=====

Re:Discussion of SVN Version 349 and up

Posted by mucha0815 - 2008/09/09 07:12

svn 359 and J1.5.6:

manage game:
Show all doesnt work -> shows nothing

In admin->manage game->game:
The gametitle & gamename is "
" instead of the real names
The picture beside Game Maintenance (maintenance.png) was not found.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/09 07:25

mucha0815 wrote:
Here is a link for for xhtml valid flash integration:
<http://www.alistapart.com/articles/flashesatay/>

I tested it with my puarcade and it works.

That looks pretty cool, but did you make a container movie? Did that container movie pass in all the variables required?

Or did you just skip the container part and not worry about the streaming thing? Do you think that would be ok? I see some games upwards of 8-10mb.

=====

Re:Discussion of SVN Version 349 and up

Posted by mucha0815 - 2008/09/09 08:30

The game "Budapest Defenders" doesnt work anymore after upgrading to 359, can someone test this too please?
Its hanging on loading.
EDIT by miro912
DONT LINK MY FILES!

@pragma

sorry i dont understand all of what youre saying, my english isnt very good.

But here is how i did it:

```
?pn_extravars=arcade~storescore|no_html~1&pn_script=index2.php&pn_modvar=option&pn_modvalue=com_puarcade
&pn_uname=&pn_gid=&pn_domain=PUArcade" type="application/x-shockwave-flash" width="" height="" id=""
align="middle">
```

```
?pn_extravars=arcade~storescore|no_html~1&pn_script=index2.php&pn_modvar=option&pn_modvalue=com_puarcade
&pn_uname=&pn_gid=&pn_domain=PUArcade"/>
```

```
"/>
```

```
?pn_extravars=arcade~storescore&pn_modvar=option&pn_modvalue=com_puarcade&pn_uname=&pn_gid=&pn_domai
n=PUArcade" type="application/x-shockwave-flash" classid="clsid:166B1BCA-3F9C-11CF-8075-444553540000"
codebase="download.macromedia.com/pub/shockwave/cabs/director/sw.cab#version=8,5,1,0" width="" height="" id=""
align="middle">
```

```
?pn_extravars=arcade~storescore&pn_modvar=option&pn_modvalue=com_puarcade&pn_uname=&pn_gid=&pn_domai
n=PUArcade"/>
```

```
"/>
```

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/09/10 00:56

svn360

I like the new Leaderboard, I mean I LOVE it! :silly:
It just displays as fast as a normal page!
Good job!

just one thing
I had a link from my menu
index.php?option=com_puarcade&arcade=leaderboard&limit=50
but now it will not go any further than 20...?

Another thing is
I think the page design is not optimal, kind of empty with one column in the middle...
Why not displaying in a 2nd column the number of 1st places a user has
with the ability to order the leaderboard according to points or 1st places quantity

For exemple the one from mod_pu_champ works fine
just in case i join the zip file http://www.pragmaticutopia.com/images/fbfiles/files/mod_pu_champ.zip

what do you think?

Other thing:
After that 360 fresh install I reinstalled shoutbox and UddeIM plugins
and published them, but scoring doesn't shout at all...
:S

PS: after reuploading the old cls.puarcade.php, it scored back again

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/10 01:24

Other thing:

After that 360 fresh install I reinstalled shoutbox and UddeIM plugins and published them, but scoring doesn't shout at all...

PS: after reuploading the old cls.puarcade.php, it scored back again

Yes, the same problem by me.

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/09/10 02:44

sorry, what do you mean?

Do you mean the score isn't being saved?

or

Do you mean the shoutbox is not registering the new high score?

Note:

The cls.puarcade.php change means that either a new score has been saved message comes or a new highscore for the game message... therefore you need both options switched on....

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/09/10 03:19

I only scored a new game but that was not a hiscore
it was a personal hiscore, puarcade saved score with no problem but the shoutbox stayed quiet
after re uploading the cls.puarcade.php
same operation made the shoutbox shout fine like before
I haven't had the opportunity to see how it reacts when a new hi score is saved... I'll teel you

Edit: just to say soem users got new high scores and as before (I reuploaded the cls.puarcade.php) shouted twice.
Hope it helps

PS: I'm using the first verion of the plugin with the fix for risp tables in j1.5 and the 'exit fix' for the uddeimplugin
I don't have access to new ones

=====

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/10 05:04

yg_balcombe wrote:

sorry, what do you mean?

Do you mean the score isn't being saved?

or

Do you mean the shoutbox is not registering the new high score?

Note:

The cls.puarcade.php change means that either a new score has been saved message comes or a new highscore for the game message... therefore you need both options switched on....

Score is saving but no shouts

=====

Re:Discussion of SVN Version 349 and up

Posted by Bombe - 2008/09/10 17:34

Hello, first off thanks for this great FREE component.

I downloaded the svn 360 and installed it on joomla 1.5.6.

Ok all games run fine, so i tested the score function.

Does not work... It always appear the PUA_SCORE_PROBLEM message.

But then I turned the intregated Joomla SEO functions off and now its scoring.

I also had the same problem like mucha0815 with the game "Budapest Defender". After turning off SEO its gone. The game was stopping at the loading screen.

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/10 18:54

Found some issues and fix the right column broken...

Issue...in line 745 of puarcade.html.php is a missing tag closing slash border=0 hspace=3 />".PU_ADD_FAVE."";

Also lines 787-789 are misplaced... this code ?>

=====

Re:Discussion of SVN Version 349 and up

Posted by Bombe - 2008/09/10 19:23

I always get the message from PUA_Tech_TROUBLE when I play a game very long and want to submit score.

In adminpanel on manage games:

Its showing "

Warning: htmlentities() : charset `ISO-8858-1' not supported, assuming iso-8859-1 in

/mnt/web7/43/55/6485246/htdocs/administrator/components/com_puarcade/admin.puarcade.html.php on line 1133
gamename" on gametitle and gamename.

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/09/10 21:21

adrussel wrote:

I only scored a new game but that was not a hiscore
it was a personal hiscore, puarcade saved score with no problem but the shoutbox stayed quiet
after re uploading the cls.puarcade.php
same operation made the shoutbox shout fine like before
I haven't had the opportunity to see how it reacts when a new hi score is saved... I'll teel you

Edit: just to say soem users got new high scores and as before (I reuploaded the cls.puarcade.php) shouted twice.
Hope it helps

PS: I'm using the first verion of the plugin with the fix for risp tables in j1.5 and the 'exit fix' for the uddeimplugin
I don't have access to new ones

Apologies for that, I'll check it out tonight.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/12 18:36

I just committed some changes that I think fix many of the layout issues, such as with JA_Corona.

So what outstanding issues do we have?

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/13 02:07

Problems with Rockettheme Template like metamorph are present.
(the joomla 1.5 buildin template beez have the same problem)

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/13 02:39

Leaderboard loadingtime is to long, over 6 seconds (5939 Games/5713 Scores/47 Player)
and i see on the servermonitor there is a very high usage, the cpu-usage goes up to 95% evertime the leaderboard is
loading without cache.

EDIT:

now i run the sql-query:
CREATE UNIQUE INDEX XPKLeaderBoard on jos_puarcade (gameid, userid, id)
(have the code from james long time ago ;))
now runs the leaderboard very fast, cpu-usage 10%
i think you have the tweek buildin the installer?

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/13 05:39

miro912 wrote:
Problems with Rockettheme Template like metamorph are present.
(the joomla 1.5 buildin template beez have the same problem)

What are the problems?

I tested with metamorph and beez and didn't see anything wrong.

=====
Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/13 07:03

i send you the url, the image a too big ;)

=====
Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/13 08:40

i update to revision 365 and all look ok :)

=====
Re:Discussion of SVN Version 349 and up

Posted by Bombe - 2008/09/14 19:46

The german language file was in ANSI.
Converted it to UTF-8 and translated the new words. <http://www.pragmaticutopia.com/images/fbfiles/files/german-538f60097960f52938513a1d26f2552a.zip>

EDIT:
On line 1020 in puarcade.html.php:
`/components/images/red_x.png" border="0" alt="" />`

Is a hspace="3" missing.
The fav image has it too.

=====
Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/15 16:46

On Revision 367 on differents parts HTML-Tags are viewing likis this:
<http://www.pragmaticutopia.com/images/fbfiles/images/puafooter.jpg>

=====
Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/15 16:49

I think its important you make a option howmany random games on folderview are showing. not everybody have enough space for 3 randomgames and not all can edit the sripts ;)
<http://www.pragmaticutopia.com/images/fbfiles/images/puafolder.jpg>

=====
Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/15 17:06

I agree

Re:Discussion of SVN Version 349 and up

Posted by Bombe - 2008/09/15 19:27

In Manage Games the "display all" option is still not working and when i click on a game to edit it displays me this " Warning: htmlentities() : charset `ISO-8858-1' not supported, assuming iso-8859-1 in /mnt/web5/50/55/517928547/htdocs/administrator/components/com_puarcade/admin.puarcade.html.php on line 1061 " in Gametitle and Gamename

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/16 09:31

miro912 wrote:

On Revision 367 on differents parts HTML-Tags are viewing likis this:

<http://www.pragmaticutopia.com/images/fbfiles/images/puafooter.jpg>

Fixed.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/16 09:32

miro912 wrote:

I think its important you make a option howmany random games on folderview are showing. not everybody have enough space for 3 randomgames and not all can edit the sripts ;)

Added.

=====

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/16 09:49

Big TANK YOU :)

do you plan a option for the "old" simple folderview to? (i miss this very)

=====

Re:Discussion of SVN Version 349 and up

Posted by xabaras - 2008/09/16 10:42

i miss it very much too... ;-)

=====

Re:Discussion of SVN Version 349 and up

Posted by sko - 2008/09/16 11:05

i agree! :-)

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/16 11:26

miro912 wrote:
Big TANK YOU :)
do you plan a option for the "old" simple folderview to? (i miss this very)

Which "old" folderview? Like, old games on folders? Or just plain folder list?

Have you tried the "minimal" template with games on folders turned off?

I want to get out of the business of controlling layout in the component, and into the business of making templates that make things look the way people want them to. We aren't there yet, but we are close.

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/16 13:04

Yes, only the folderlist with description and folderimages :)

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/16 13:06

miro912 wrote:
Yes, only the folderlist with description and folderimages :)

What is different between the minimal template with games on folders disabled, and the old layout?

Re:Discussion of SVN Version 349 and up

Posted by miro912 - 2008/09/16 13:25

in your old layout you can set with howmuch columns show the folders.
in the present new layout only show one folder/column, that take to much space.

other thing:
and i found a little problem, the setting how many randomimages in foldersview works, but the container for the randomsgames are not changing the width for the new setting, i think thats a problem for much people to change the css.
<http://www.pragmaticutopia.com/images/fbfiles/images/puafolder-f4d19d316946aa3f822785d1c7d5047f.jpg>

Re:Discussion of SVN Version 349 and up

Posted by xabaras - 2008/09/16 13:27

uhm, perhaps the old possibility to show 2 or more colums of folders? It's useful when you have a lot of folders...

EDIT: gh, sorry miro, we were writing the same thing at the same time... ;-)

Re:Discussion of SVN Version 349 and up

Posted by xabaras - 2008/09/16 13:36

Moreover, would it be possible to select 0 in "number of random games? So only a list of folderimages would appear...

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/16 14:00

xabaras wrote:

Moreover, would it be possible to select 0 in "number of random games? So only a list of folderimages would appear...

Yes, you can do this today. Disable "games on folders" in the admin area.

=====

Re:Discussion of SVN Version 349 and up

Posted by Bombe - 2008/09/17 17:44

There are some english words left in the admin menu.
And in the Frontend on Line 456:

and on Line 490 & 503 in \includes\core\class.puarcade.php:
echo " Popular Games ";
echo " Newest Games ";

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/09/18 03:24

Keepalive is not working: I'm using the svn on joomla 1.5

anyone else?

my users keep having problem with scores when long play and get disconnected...

=====

Re:Discussion of SVN Version 349 and up

Posted by Bombe - 2008/09/18 04:05

I played a game 1 hour yesterday, there was no problem

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/18 05:03

Ummm...too bad...one hour of playing for nothing...jeje

Maybe if you extend the value of Joomla Global Configuration->System->Session Settings, default is 15 minutes!

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/20 13:34

Hello...how about this option in the admin config area?

Save Guest scores? YES/NO

It would be great to have it...so in frontpage, if the admin has enabled guests to play games, a message would appear warning the user that his score will not be saved until not logged in...

Think about it :cheer:

Best regards!

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/22 07:34

razor7 wrote:

Hello...how about this option in the admin config area?

Save Guest scores? YES/NO

It would be great to have it...so in frontpage, if the admin has enabled guests to play games, a message would appear warning the user that his score will not be saved until not logged in...

Think about it :cheer:

Best regards!

I definitely like this one! I would use it in my demo arcade. Look for it to be included soon.

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/22 07:43

Wow...my brain really works from time to time...!!!JAJAJA

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/09/26 12:43

I've updated to 377 and if i click on leaderboard following error messages appears many times:

Notice: Trying to get property of non-object in
/www/htdocs/wxxx/components/com_puarcade/includes/scores/class.highscorehandler.php on line 57

And this appears in a module of popular games:

Notice: Undefined property: puarcade_config::\$shoutbox in
/www/htdocs/xxx/administrator/components/com_puarcade/config.puarcade.php on line 23

Notice: Undefined property: puarcade_config::\$pufoldercols in
/www/htdocs/xxx/administrator/components/com_puarcade/config.puarcade.php on line 27

Notice: Undefined property: puarcade_config::\$keepalive in
/www/htdocs/xxx/administrator/components/com_puarcade/config.puarcade.php on line 28

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/26 13:19

These are just notices. You shouldn't have them show on your site.

Go into your Joomla configuration, and on the server tab, set "Error Reporting" to None.

You don't want notices/warnings displayed because it is something of a security risk.

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/09/26 14:06

Ok ... thx pragma :)

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/29 18:57

Got this, maybe the reference to the file is still there...

JInstaller::install: File 'C:\xampp\htdocs\juegos\tmp\install_48e178e6cdf7\images\pacman.gif' does not exist.

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/30 07:06

razor7 wrote:

Got this, maybe the reference to the file is still there...

JInstaller::install: File 'C:\xampp\htdocs\juegos\tmp\install_48e178e6cdf7\images\pacman.gif' does not exist.

Yup, you are right. Oops :blush:

I'll fix it.

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/09/30 07:26

Is any advance on this topic?

Save Guest scores? YES/NO

Also another question...where is <http://www.puarcadegames.com>? i can not access it anymore...

Best regards!

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/09/30 08:05

razor7 wrote:

Is any advance on this topic?

Save Guest scores? YES/NO

Also another question...where is <http://www.puarcadegames.com>? i can not access it anymore...

Best regards!

I haven't added that feature yet, but I want to.

I didn't have anything to do with www.puarcadegames.com, so I don't know what happened to it, but I notice it is down too.

=====
Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/10/24 09:18

Hello pragma...any news?

Best regards!

=====
Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/10/24 12:02

Not on that feature, but the latest SVN has contest support back in, and working pretty good.

=====
Re:Discussion of SVN Version 349 and up

Posted by ruud - 2008/10/27 07:12

Hi Pragma, just to make shore, is it save at this point to use the latest SVN on my live site? :dry:

=====
Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/10/27 07:49

Hello...i think is unwise to use ANY test release of ANY software on a production environment...but is up to you.

Best regards!

=====
Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/10/27 09:24

Razor7 is right, there is always some risk when you use development software.

With that said, this particular SVN is pretty good.

=====
Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/10/27 09:34

Yes, puarcade is pretty godd right now...

Re:Discussion of SVN Version 349 and up

Posted by ruud - 2008/10/27 12:39

Ok, thanks you all!

I'll try it and let you know what happened :cheer:

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/10/27 12:50

Great...all tests are welcome!

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/11/14 09:49

Hello...just enabled the joomla (1.5.7) core cache system, but there are not pu_arcade (SVN 382) cache files in the cache directory...

Does pu_arcade save cache files for faster execution?

Thanks in advise!

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/11/20 13:40

The only caching that puarcade does is for the leaderboard, and it does that by saving it to the database, not as a file.

Razor7, the option you have been asking for to allow guests to play but not save scores is now in SVN.

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/11/20 14:19

Hello pragma.

I saw the option, and i upgraded my SVN test server also, and modified the way the warning is displayed, please review the mail I sent you.

Best regards!

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/11/20 18:59

Oh, I saw that email, but I didn't know it was you!

I added a message like the one you sent to SVN.

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/11/20 20:00

Great!...just sent you another!

=====

Re:Discussion of SVN Version 349 and up

Posted by razor7 - 2008/11/25 15:56

Bug Spotted!

Hello...i was playing around with the tag cloud function and discovered that i can tag a game by just reload the correct URL...see it for yourself

Load the pacman game http://www.pragmaticutopia.com/component/option,com_puarcade/Itemid,104/fid,/gid,4/
Watch the hits of that tag "pacman"

Click the tag "pacman" to bring the list of games tagged the same

Reload the generated URL in yor browser's address bar

Return to http://www.pragmaticutopia.com/component/option,com_puarcade/Itemid,104/fid,/gid,4/ and watch the hits of the tag "pacman" they should have increased

Is that ok? or it is a bug?

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/12/15 18:43

svn392

still have to reinstall the system plugins.

For me it has no real meaning to uninstall them as it doesn't even delete the files.

Also it doesn't keep the template selection... maybe it should

now I'm gona see if we have any improvements on j.15 keep alive...

thanks!

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/12/16 07:04

razor7 wrote:

Bug Spotted!

Hello...i was playing around with the tag cloud function and discovered that i can tag a game by just reload the correct URL...see it for yourself

Load the pacman game http://www.pragmaticutopia.com/component/option,com_puarcade/Itemid,104/fid,/gid,4/
Watch the hits of that tag "pacman"

Click the tag "pacman" to bring the list of games tagged the same

Reload the generated URL in yor browser's address bar

Return to http://www.pragmaticutopia.com/component/option,com_puarcade/Itemid,104/fid,/gid,4/ and watch the hits of the tag "pacman" they should have increased

Is that ok? or it is a bug?

Sounds like a bug, I will look at it.

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/16 12:38

Hi,

Just sent some changes to the SVN over to Pragma. These cover the contest bits n bobs.

Cheers,
James.

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/12/16 18:44

not sure if it's me or svn so can anyone check?

My new games are not shout anymore when I upload an archive...
my plugin parameter game announcement is on
thnks

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/16 19:27

depends what is in the svn right now...

but a new event is available, contestscoresaved....

it will fire and surpress the scoresaved event if the players saves a score in a contest.

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/12/16 19:44

very nice James.

there also seems to have a javascript error on ratings
stars are not showing anymore

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/12/18 03:19

Same for me: No shout by a new Game. Highscore works. I had updated manually, no change to the plugin files.
Same prob with the rating.

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/12/18 08:57

I committed a bunch more contest changes from JGB today.

I also stopped the uninstall process from removing all your plugins. It will still uninstall the scoring system plugin. As long as you do a regular install though, that gets re-installed.

I think I've fixed the ratings issue.

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/18 09:09

Thanks! :)

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2008/12/18 13:29

By popular demand, I've just committed a few updates.

1. You now have a configuration option to allow you to choose whether or not you show scores next to the random games that are inside a folder in the folder view.

2. You can now choose to display your list of folders in 1 or 2 columns. Note that when you do this, you will want to tweak things like the number of random games that are displayed (using the config setting for same), whether or not you display scores, etc. For example, if you have a narrow template and you have it show 5 random games in each folder - well, things will be smooshed. You may also have to modify some CSS to make things look good with your template. For me, I had to change the pufoldergames css class to make the height a bit taller.

Note that you'll have to do an install, not just copy files over, because there are a few new database fields added to the config table support these features.

Let me know how it works for you guys who have been asking for it.

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/12/18 19:33

pragma wrote:

I committed a bunch more contest changes from JGB today.

I also stopped the uninstall process from removing all your plugins. It will still uninstall the scoring system plugin. As long as you do a regular install though, that gets re-installed.

I think I've fixed the ratings issue.

Thanks for the plugin stuff!

I confirm the stars are fixed

and the column and hide scores on folder work great!
Looks very nice now!

Thank you!!

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/12/20 05:43

The game new game shout doesn't work in the latest svn.

For me the 2 columns doesn't fit in my template. The columns aren't 50% width. One is smaller. Is it possible to set it to 50% ?

And my ratings won't be saved. The stars are there, i can hit them, but after Game change or page refresh the rating is not saved.

=====

Re:Discussion of SVN Version 349 and up

Posted by bulls0702 - 2008/12/20 20:23

I have two problem:

First the shotbox it is not working after i updated to latest SVN i uninstalled and installed four times the module and the plugin it doesn't what to work again before it work perfect.

Second problem when i try to see a game in the contest i get this:

```
Warning: mysql_get_server_info() : Access denied for user 'user'@'localhost' (using password: NO) in
/home/user/public_html/components/com_puarcade/includes/scores/class.highscorehandler.php on line 182
```

```
Warning: mysql_get_server_info() : A link to the server could not be established in
/home/user/public_html/components/com_puarcade/includes/scores/class.highscorehandler.php on line 182
```

Third problem, if i use the Leaderboard from PUarcade i have the same Warning

Any idea what is wrong?

I use J1.5.8 latest SVN, PHP Version 5.2.8, MYSQL 5.0.51a

=====

Re:Discussion of SVN Version 349 and up

Posted by dep - 2008/12/21 06:25

Thanks for the nice new features in SVN 395 :).

There some issues though:

1. The duplicate content bug for all the games located in My Favorites, Newest and Popular Games mentioned here.
 2. In Newest and Popular Games the pu_ListHeader class (the header for Game Selection, Play Count and High Score) is not displayed.
 3. In the All games page, the link to itself (All) should be hidden.
 4. The contest image is not displayed when using SEF (Joomla 1.5.8 and sh404SEF with the pugin made by druckgott).
- =====

Re:Discussion of SVN Version 349 and up

Posted by bulls0702 - 2008/12/21 09:36

bulls0702 wrote:

I have two problem:

First the shoutbox it is not working after i updated to latest SVN i uninstalled and installed four times the module and the plugin it doesn't what to work again before it work perfect.

Second problem when i try to see a game in the contest i get this:

Warning: mysql_get_server_info() : Access denied for user 'user'@'localhost' (using password: NO) in /home/user/public_html/components/com_puarcade/includes/scores/class.highscorehandler.php on line 182

Warning: mysql_get_server_info() : A link to the server could not be established in /home/user/public_html/components/com_puarcade/includes/scores/class.highscorehandler.php on line 182

Third problem, if i use the Leaderboard from PUarcade i have the same Warning

Any idea what is wrong?

I use J1.5.8 latest SVN, PHP Version 5.2.8, MYSQL 5.0.51a

I managed the shoutbox problem i still have the Warning's!

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/21 20:11

What version of Joomla are you running?

Are you running SEF?

=====

Re:Discussion of SVN Version 349 and up

Posted by bulls0702 - 2008/12/21 20:13

Joomla 1.5.8 and make problems with and without default SEF of Joomla

=====

Re:Discussion of SVN Version 349 and up

Posted by adroussel - 2008/12/22 05:17

New game shout not fixed in svn 395

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2008/12/22 05:22

If i create new Games Folder, they doesn't appear in Frontend.
In Backend the folder are published with the same rights as the other folder.

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/22 10:49

bulls0702 wrote:

Joomla 1.5.8 and make problems with and without default SEF of Joomla

Are you having any other problems with your site? Any other components having issues?

=====

Re:Discussion of SVN Version 349 and up

Posted by bulls0702 - 2008/12/22 11:53

no problem with no other component only that. I use PURPS, PUarcade, Community Builder and Leaderbord Plus

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/23 20:48

ok, to make things a bit easier, can you retry with the latest version of SVN (more contest changes have been added).

Once done, can you PM me the exact results of the error message.

Thanks,
James.

=====

Re:Discussion of SVN Version 349 and up

Posted by bulls0702 - 2008/12/24 04:45

i will test it and notify if will be changes!
Thank you!

=====

Re:Discussion of SVN Version 349 and up

Posted by adrousseau - 2008/12/25 19:14

The new game trigger for shoutbox notification doesn't work anymore
I think this is since a recent puarcade.class.php

I need this as I'm currently working on a new game rss plugin...
thanks for letting me know when this is fixed

=====

Re:Discussion of SVN Version 349 and up

Posted by xabarax - 2008/12/29 08:05

Hi all,
i have tested the contest function of the actual SVN (396)... I have seen that the attempts count for each player in a contest works in a "strange" way... it decreases only AFTER a score is submitted (even if it's not sufficient to be saved)... this would be good except for one thing... I have tried an attempt, then, BEFORE SUBMITTING THE SCORE, i tried to reload the game page, refreshing it, and i still had the same attempts... so someone could just refresh the page before submitting the score, if he is "unsatisfied" of his score, without losing any attempt... so playing in a bit unfair way... I think that the best think would be to decrease the attempts just on loading the game page (as for the hits counter)... but this would force to create contest only with games that need to refresh/reload page to play again (while a lot of games allow to play many times without refreshing anything)
So... to conciliate both kinds of games... could there be an option in the backend to choose if decrease the attempts after submitting a score or immediatly after loading the game?

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2008/12/29 21:52

Is this at a server level or at a contest level?

=====

Re:Discussion of SVN Version 349 and up

Posted by xabarar - 2008/12/30 04:20

at a contest level (i suppose...)

=====

Re:Discussion of SVN Version 349 and up

Posted by dep - 2009/01/05 07:24

dep wrote:

2. In Newest and Popular Games the pu_ListHeader class (the header for Game Selection, Play Count and High Score) is not displayed.

3. In the All games page, the link to itself (All) should be hidden.

4. The contest image is not displayed when using SEF (Joomla 1.5.8 and sh404SEF with the pugin made by druckgott). Also, the option to hide the special folders does not work in SVN 398.

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2009/01/06 09:20

adroussel wrote:

The new game trigger for shoutbox notification doesn't work anymore
I think this is since a recent puarcade.class.php

I need this as I'm currently working on a new game rss plugin...
thanks for letting me know when this is fixed

Latest version of the file admin.cls.puarcade.php is missing some logic. I'll send the updated file to Pragma tonight.

=====

Re:Discussion of SVN Version 349 and up

Posted by JamesB - 2009/01/06 10:07

Had a look at the contest attempt issue.

At the moment, because the attempt by the user is held with the score, the logic is pretty easy to update the attempt number as we save the score away.

If we go down the road of increasing the attempt based on the load of the flash game, then things become more complicated.

Is this a nice to have? or something which really must be done to make the contest functionality usable?

=====

Re:Discussion of SVN Version 349 and up

Posted by xabarar - 2009/01/06 10:24

I think that it should increase the attempts on the load of the flashgame, otherwise anyone could refresh the gamepage before submitting the score, so having "infinite" attempts... don't you agree?
Obviously this is only my opinion, and you have your roadmap for puarcade... but i think that the attempts function would

be useless (for unfair people) and easily "cheatable" in the current way...

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2009/01/06 10:38

JamesB wrote:

Had a look at the contest attempt issue.

At the moment, because the attempt by the user is held with the score, the logic is pretty easy to update the attempt number as we save the score away.

If we go down the road of increasing the attempt based on the load of the flash game, then things become more complicated.

Is this a nice to have? or something which really must be done to make the contest functionality usable?

I don't think this is that important. It is a fair amount of effort but only provides a very little bit of mitigation.

This is because, in my opinion, anyone who wants to cheat a contest that bad will know that they can just save the flash game locally and play it as many times as they want.

=====

Re:Discussion of SVN Version 349 and up

Posted by Tinker - 2009/01/06 10:41

Seems to be a catch 22. Unfortunately cheating can be done many ways not just by refreshing a bad score before submit and not just in PUArcade. Also I do have players that may just look at the game instructions and decide to comeback before playing in the contest. It's a good option no doubt, unfortunately there will always be cheaters.

=====

Re:Discussion of SVN Version 349 and up

Posted by xabarar - 2009/01/06 11:05

yes... there will always be cheaters... but it's not a good reason to leave a function in a component "incomplete" ... (speaking in a general way)

I gave a suggestion to make it better... and if it would require too much work, it's another matter ;) ... anyway i hope it will be done... otherwise in the future i'll try to make it by myself...

=====

Re:Discussion of SVN Version 349 and up

Posted by pragma - 2009/01/06 13:08

JamesB wrote:

adroussel wrote:

The new game trigger for shoutbox notification doesn't work anymore
I think this is since a recent puarcade.class.php

I need this as I'm currently working on a new game rss plugin...
thanks for letting me know when this is fixed

Latest version of the file admin.cls.puarcade.php is missing some logic. I'll send the updated file to Pragma tonight.

I've received these changes and committed them to SVN.

Once I get a chance to test out all the new stuff in SVN, I'll roll up a new RC for subscribers.

=====

Re:Discussion of SVN Version 349 and up

Posted by MarkusK - 2009/01/06 14:17

New Game Shout works again !

Very Good JoB :-)

Thx

=====

Re:Discussion of SVN Version 349 and up

Posted by Tinker - 2009/01/06 21:01

might be me but it's not working on my J.1.0.x install

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