
UddeIM Plugin

Posted by adroussel - 2008/09/19 03:16

I think the sent PM should also contain a link to the concerned game.

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Re:UddeIM Plugin

Posted by JamesB - 2008/09/19 21:45

Something similiar to how the shoutbox stuff works? i.e. getting them to click to play again?

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Re:UddeIM Plugin

Posted by adroussel - 2008/09/19 22:21

yes exactly, so that they can make a come back straight away without having to search for the game name etc... why not with the pic of the game...

It would be great

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Re:UddeIM Plugin

Posted by miro912 - 2008/09/20 01:24

i think that is a little problem, uddeim dont display links for security-reasons or is there a function in uddeim that i not found?

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Re:UddeIM Plugin

Posted by Vanama - 2008/09/21 07:29

Thanks for this plugin James!

It's cool, but messages is from "public user" and could be better add link for that game. I post code for this below ;)

Link for game:

```
" . $gamename . "
```

Is need to create option for PUARCADE itemid or change in code and option for link or not (in uddeim option must be allow links).

So, here is query for system message without option to answer:

```
$query = 'INSERT INTO #__uddeim (fromid,toid,datum, message,disablereply,systemmessage) VALUES (' . $newuserid . ', ' . $olduserid . ', ' . $thetime . ', ' . $msg . ', 1, "System");'
```

I hope it's useful for anybody.

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Re:UddeIM Plugin

Posted by JamesB - 2008/09/21 09:04

thanks - i'll update the plugin and post back when done.

Re:UddeIM Plugin

Posted by JamesB - 2008/09/21 09:47

version 1.3 has been loaded up there now..

note: On the Uddeim component the setting "Allow BB code tags" must be set to "yes" to allow the URLs to present how they should be.

Re:UddeIM Plugin

Posted by bandlink - 2008/09/22 10:52

I've installed the previous version of the plugin and downloaded v1.3

Now, when I try to install this I get:

Plugin Install: No plugin file specified
Message: Install mambot Error

Is there a fault with this new v1.3? I had no problems at all with the previous.

Re:UddeIM Plugin

Posted by JamesB - 2008/09/22 11:54

does anyone else get this error?

Re:UddeIM Plugin

Posted by Vanama - 2008/09/22 12:27

I was try install new plugin to my test site. Installation on J1.0 is OK ;)

Re:UddeIM Plugin

Posted by Vanama - 2008/09/22 12:30

Installation in J1.5 not work.

- * XML Parsing Error at 10:4294967379. Error 4: not well-formed (invalid token)
 - * Zásuvný modul Instalovat: No plugin file specified
-

Re:UddeIM Plugin

Posted by mdiiorio - 2008/09/22 16:34

Yes, I get that error too.

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Re:UddeIM Plugin

Posted by pimboli - 2008/09/23 08:34

Vanama wrote:

I was try install new plugin to my test site. Installation on J1.0 is OK ;)

Installation OK but not working on J1.0

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Re:UddeIM Plugin

Posted by heli07at - 2008/09/23 12:16

The same here - J1.0x - Installation went fine - but no messages are being saved to database :(

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Re:UddeIM Plugin

Posted by pragma - 2008/09/23 12:46

JGB, try uploading a new zip file.

We were having the same problem when I first posted 2.3, and after posting a new zip file the problem went away.

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Re:UddeIM Plugin

Posted by JamesB - 2008/09/23 23:32

sure - ill do that tonight.

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Re:UddeIM Plugin

Posted by bandlink - 2008/09/25 09:40

Any chance of getting this file re-upped, JG?

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Re:UddeIM Plugin

Posted by MarkusK - 2008/09/28 04:44

I can't install too on J1.5

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Re:UddeIM Plugin

Posted by pimboli - 2008/09/28 16:05

This is the older version.

Installation Ok on J1.0 but not working (no messages)
http://www.pragmaticutopia.com/images/fbfiles/files/PUArcade_UddeIm_Email.zip

Re:UddeIM Plugin

Posted by JamesB - 2008/09/28 21:16

sorry - got distracted by work :-(

Will do this tonight.

Regards,
James.

Re:UddeIM Plugin

Posted by pimboli - 2008/09/28 21:50

No problem,we understand this ;)

Thank you

Re:UddeIM Plugin

Posted by JamesB - 2008/09/29 10:15

ok version 1.4 should be there.

I've tested out on my J1.5 installation and seems fine. I think it was because of an ampersand character in the description field.

Re:UddeIM Plugin

Posted by MarkusK - 2008/09/29 10:49

Ok. now it works !
Respect !

But, no New Message Popup, the Message is listed under udde incoming, but it looks like a read message ...

Re:UddeIM Plugin

Posted by JamesB - 2008/09/29 11:10

ok - try version 1.5 which is up there. should do the trick.

Re:UddeIM Plugin

Posted by MarkusK - 2008/09/29 11:39

Yes ! Thx !

Re:UddeIM Plugin

Posted by bandlink - 2008/09/29 11:55

Great work! :)

Just one problem though; the link in the PM opens in a new window. How would we be able to change that to open in the same window?

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Re:UddeIM Plugin

Posted by heli07at - 2008/09/29 12:19

Thks a lot for your efforts, JGB - installed on J1.0.x and works fine.

Regards,
heli07at

Re:UddeIM Plugin

Posted by JamesB - 2008/09/29 23:57

bandlink wrote:
Great work! :)

Just one problem though; the link in the PM opens in a new window. How would we be able to change that to open in the same window?

Not sure... will need to look...

Can you have a look and see if there is some sort of Uddeim function about links on where they open?

In the meantime I'll see if its possible to do it programatically.

Regards,
James.

Re:UddeIM Plugin

Posted by bandlink - 2008/09/30 00:20

In components/com_uddeim/bbparser.php we have this code:

```
// url replacement
//make regular HTML URL links targets _blank, bbCode URL translation
$string = preg_replace('/^(.*?)javascript(.*?)\$/si','javascript link',$string);
$string = preg_replace('/^(.*?)\$/si','javascript link',$string);

// if comprofiler in link, make link to top instead of blank
// this is very bad since when we have two links (a link without comprofiler and a link with comprofiler) this matches both
// $string = preg_replace('/^(.*?)comprofiler(.*?)\$/si','\1comprofiler\2',$string);
// $string = preg_replace('/^(.*?)\$/si','\3',$string);

// now the rest of the links to blank
```

```
$string = preg_replace("/^(.*?)\$/si", "\\1", $string);  
$string = preg_replace("/^(.*?)\$/si", "\\2", $string);
```

I think this is probably where to look. Maybe use the comprofiler code to make a hack that turns com_puarcade links into _top links?

Re:UddeIM Plugin

Posted by pimboli - 2008/09/30 11:54

heli07at wrote:

Thks a lot for your efforts, JGB - installed on J1.0.x and works fine.

Regards,
heli07at

not working :(on j 1.0

special settings in uddeim?

Re:UddeIM Plugin

Posted by heli07at - 2008/09/30 12:03

pimboli wrote:

heli07at wrote:

Thks a lot for your efforts, JGB - installed on J1.0.x and works fine.

Regards,
heli07at

not working :(on j 1.0

special settings in uddeim?

No special settings in uddeim - it worked right out of the box.:(

Re:UddeIM Plugin

Posted by ruud - 2008/09/30 12:28

Wow, it almost works perfect in joomla 1.5.7! This is so good :woohoo:

The link in the pm looks like this:

http://www.xxxxxx.com/index.php?option=com_puarcade&Itemid=198&gid=13

The only thing is that the game system does send a pm but it doesn't send an email.

When I send a "normal" pm then there will be send an email so there must be something wrong with the plugin in combination with joomla 1.5.7 I guess?

Well, the most important thing is that the pm works and the email would be a nice extra option :cheer:

Re:UddeIM Plugin

Posted by adroussel - 2008/10/02 05:37

Great Job
now even the CB login module notifies...
Thanks, only the Itemid needs to be added as a parameter

and the parent window link thing instead of blank.
this is the last trick!

Just an idea... with some bbcode maybe it's probably also possible to display the game picture ;)) B)
?

regards

Re:UddeIM Plugin

Posted by pimboli - 2008/10/03 11:01

what do you think : how must i change the code for puarcade 2.2

Re:UddeIM Plugin

Posted by adroussel - 2008/10/05 05:16

bandlink wrote:
In components/com_uddeim/bbparser.php we have this code:

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```

I think this is probably where to look. Maybe use the comprofiler code to make a hack that turns com_puarcade links into _top links?

Yes Bandlink, you got it:
uncommenting the 2 comprofiler lines and replacing in these two lines the word 'comprofiler' by 'puarcade' makes every puarcade link in private messages to open in the same window (top link).

Now it works great!

Re:UddeIM Plugin

Posted by bandlink - 2008/10/05 09:07

Yes, I just tested it myself. :)

I was worried that having a com_puarcade link and a link elsewhere in the same PM would cause some issues but just tried sending a PM and the com_puarcade link opened in the same window and the other link opened in a new window!

Re:UddeIM Plugin

Posted by ruud - 2008/10/10 09:00

Is it possible to post the fixed code here? I keep staring at it but that wont fix the problem :laugh:

I dont know how to uncomment the code and where :huh:

adroussel wrote:

bandlink wrote:

In components/com_uddeim/bbparser.php we have this code:

```
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$string = preg_replace('/^(.*?)javascript(.*?)\$/si','javascript link',$string);
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Re:UddeIM Plugin

Posted by jcarnley - 2008/10/11 04:40

Hi I have been trying to use this pluggin with PUA2.3. It doesn't seem to send email or PM. Are there basic instructions I'm missing? UddeIM set to send email notification. Mambot is installed and published, notify champion is enabled. It would be cool to have this work.

Re:UddeIM Plugin

Posted by adroussel - 2008/10/11 05:12

Hey RUde

replace this:

```
// $string = preg_replace("/^(.*?)comprofiler(.*?)\$/si", "\\1comprofiler\\2", $string);  
// $string = preg_replace("/^(.*?)\$/si", "\\3", $string);
```

with this:

```
$string = preg_replace("/^(.*?)puarcade(.*?)\$/si", "\\1puarcade\\2", $string);  
$string = preg_replace("/^(.*?)\$/si", "\\3", $string);
```

=====

Re:UddeIM Plugin

Posted by ruud - 2008/10/11 16:47

@adrussel,

Thank you so much! Now I see the code and the changes you have made, it looks so easy. But I really could not find it myself...

Btw,... who's RUde? Im not... :silly:

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