
couple of folders missing

Posted by steveometer - 2008/10/06 11:22

i already hand coded them back in on my site, would LOVE to see them permanent

9999 - My Favorites
9998 - Newest
9997 - Popular
9996 - Scores
9996 - Players
Folders

SoM

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Re:couple of folders missing

Posted by pragma - 2008/10/06 11:59

What is in Scores and Players?

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Re:couple of folders missing

Posted by steveometer - 2008/10/06 14:47

the players folder is a list of all players sorted by # of scores

the scores folder is a list of (x) most recent scores

player folder

```
function ShowPlayers($Itemid,$pageNav)
{
    global $mainframe,$database,$mosConfig_live_site,$mosConfig_lang,$mosConfig_absolute_path;
    $config = new puarcade_config($database);
    $config->load(1);
    $output="";
    $database->setQuery("
    SELECT DISTINCT #__puarcade.userid, #__users.username, #__users.id, count( #__puarcade.gameid ) AS
scores
    FROM #__puarcade
    LEFT JOIN #__users ON #__puarcade.userid = #__users.id
WHERE #__puarcade.userid != '0'
GROUP BY #__users.id
ORDER BY scores DESC
LIMIT ".$pageNav->limitstart.", ".$pageNav->limit);
$rows = $database->loadObjectList();
if (count($rows) > 0)
{
    $count=$pageNav->limitstart+1;
    $r = 1;
    $output.= " ";
    $output.= " ";
    $output.= ' ';
    $output.= 'Place';
    $output.= 'Avatar';
    $output.= 'Player';
    $output.= 'Score';
    $output.= ' ';
    $output.= " ";

```

```
foreach ($rows as $row)
```

```

    {
        $output.="";
        $output.=' ';
        if ($count > 3) {
            $output.=' #'.$count.' ';
        } else {
            $output.='getCfg('live_site').'/components/images/sokal'.$count.'.gif" />';
        }
    }

//Player Avatar
$u_avatar=NULL;
$databse->setQuery( "SELECT avatar FROM #__comprofiler WHERE user_id=".$row->id.";" );
$databse->loadObject($u_avatar);
if (file_exists($mosConfig_absolute_path."/images/comprofiler/tn".$u_avatar->avatar)) {
    $img_avatar=$mosConfig_live_site."/images/comprofiler/tn".$u_avatar->avatar;
}
else {
    $img_avatar=$mosConfig_live_site."/components/com_comprofiler/plugin/language/default_language/images/tnnophoto.jpg";
}

    $output.="";
    $output.='id.'">'.$row->username.";
    $output.="<br/>".strval($row->scores).";
    $output.=' ';
    $count++;
    if ($r == 1)
        $r = 2;
    else
        $r = 1;
}
$output .= " ";
} // count > 0
echo $output;
$url = "index.php?option=com_puarcade&Itemid=".$Itemid."&fid=9995";
if ($pageNav->limit < $pageNav->total) puarcade_html::WritePagination($url,$pageNav);
}

score folder
function ShowScoreboard($Itemid,$pageNav)
{
    global $mainframe,$databse,$mosConfig_live_site,$mosConfig_lang,$mosConfig_absolute_path,$my;
    $config = new puarcade_config($databse);
    $config->load(1);
    $output="";
    $linkornot = 1;
    $winnerimage = "";
    $query = "SELECT * FROM #__puarcade WHERE published = '1' AND userid != '0' ORDER BY #__puarcade.date
DESC LIMIT ".$pageNav->limitstart.", ".$pageNav->limit;
    $databse->setQuery( $query );
    $scores = $databse->loadObjectList();
    $i = 1;
    $count=1;
    $output.= " ";
    $output.= " ";
    $output.= 'Avatar';
    $output.= 'Date/time';
    $output.= 'Message';
    $output.= 'Game';
    $output.= 'Desc';
    $output.= " ";
    foreach($scores as $score)
    {

```

```

$timestamp=$timestampmain;
$datestring=$datestringmain;
if ($score->userid == 0) {
    $name = $config->guest_name;
} else {
    $query = "Select username from #__users where id LIKE '$score->userid'";
    $database->setquery($query);
    $dbrow = $database->loadRow();
    if ($linkornot=='1') {
        $name="userid&tab=getPuaTab&getDisplayTab=&puatabpuatab_sortby=Nameup").">".$dbrow."";
    } else {
        $name=$dbrow;
    }
}
$game = "gameid.">";
$query = "Select title from #__puarcade_games where id LIKE '$score->gameid'";
$database->setquery($query);
$dbrow = $database->loadRow();
$game.= $dbrow;
$game.= ";
$timestamp = $score->date;
$timestamp = @ereg_replace("", "", $timestamp);
$year=substr($timestamp,0,4);
$yr=substr($timestamp,2,2);
$month=substr($timestamp,4,2);
$day=substr($timestamp,6,2);
$hour=substr($timestamp,8,2);
$minute=substr($timestamp,10,2);
$second=substr($timestamp,12,2);
$newdate=mktime($hour,$minute,$second,$month,$day,$year);
$query = "Select score from #__puarcade WHERE userid='$my->id' AND gameid='$score->gameid' ";
$database->setQuery( $query );
$database->loadObject($myscore);
$query = "SELECT reverse_score FROM #__puarcade_games WHERE id = '$score->gameid'";
$database->setQuery( $query );
$reverse = $database->loadRow();
if ($reverse == 0){
    $database->setQuery("SELECT count(score) as rank FROM #__puarcade WHERE gameid = '$score->gameid' AND
published = '1' AND score > '$score->score'); //." ".$limit;
} else {
    $database->setQuery("SELECT count(score) as rank FROM #__puarcade WHERE gameid = '$score->gameid' AND
published = '1' AND score < '$score->score'); //." ".$limit;
}
$thisscorerank=intval($database->loadResult()+1; // $scoresrank
$roundedmyscore = round($myscore->score,2);
if ($roundedmyscore == 0) {
    $roundedmyscore = "not yet created";
}
$roundedscore = round($score->score,2);
if ($roundedmyscore != 0) {
    if ($roundedmyscore > $roundedscore) {
        $indicatorimage = "better.gif";
    }
    if ($roundedmyscore < $roundedscore) {
        $indicatorimage = 'lesser.gif';
    }
    if ($roundedmyscore == $roundedscore) {
        $indicatorimage = 'same.gif';
    }
}
} else {
    if ($roundedmyscore == 0) {
        $indicatorimage = 'publish_x.png';
    }
}
}
$indicator = "getCfg('live_site')."/components/images/" . $indicatorimage . " border='0' width='15' alt='>";

```

```

//Player Avatar/Name Column
$u_avatar=NULL;
$database->setQuery( "SELECT avatar FROM #__comprofiler WHERE user_id=".$score->userid.";" );
$database->loadObject($u_avatar);
if ($u_avatar->avatar == NULL) {
    $img_avatar=$mosConfig_live_site."/components/com_comprofiler/plugin/language/default_language/images/nophoto.jp
g";
}
elseif (file_exists($mosConfig_absolute_path."/images/comprofiler/tn".$u_avatar->avatar)) {
    $img_avatar=$mosConfig_live_site."/images/comprofiler/".$u_avatar->avatar;
}
elseif (file_exists($mosConfig_absolute_path."/images/comprofiler/".$u_avatar->avatar)) {
    $img_avatar=$mosConfig_live_site."/images/comprofiler/".$u_avatar->avatar;
}
$query = "Select imagename,description from #__puarcade_games where id ='$score->gameid";
$database->setquery($query);
$database->loadObject($gameimage);
$output .= "";
$output .= ".date('d.m.Y H:i:s ', $newdate).";
if ($thisscorerank == 1) {
    $output .= "$name scored $winnerimage with $roundedscore
on $game.
Your score: $indicator $roundedmyscore";
} else {
    $output .= "$name scored #$thisscorerank with $roundedscore
on $game.
Your score: $indicator $roundedmyscore";
}
$output .= "gameid.'">getCfg('live_site')."/components/images/".$gameimage->imagename.'" border='0' height='50'
width='50' alt='online games'/>";
$output .= ".$gameimage->description.";
if ($i==1) $i=2; else $i=1;
$myscore->score = '0';
//echo "";
$count++;
}
$output .= "";
echo $output;
if ($pagenav->limit < $pagenav->total)
puarcade_html::WritePagination("index.php?option=com_puarcade&fid=9996&Itemid=".$Itemid,$pagenav);
}

```

Re:couple of folders missing

Posted by steveometer - 2008/10/06 14:49

oh in function showgames..

```

if ($fid == 9998) {
    $pageheading = PUA_NEWEST_GAMES;
} elseif ($fid == 9997) {
    $pageheading = PUA_POPULAR_GAMES;
} elseif ($fid == 9996) {
    $pageheading = "Recent Scores";
} elseif ($fid == 9995) {
    $pageheading = "Players";
}

```

in function WriteSpecialFolderLinks

">Scores

">Players

Re:couple of folders missing

Posted by steveometer - 2008/10/06 14:51

in class.puarcade.php

function processshowgameselections

```
/*
 * This means we are looking in the Player List folder.
 */
}elseif ($fid == 9995){
echo " ".stripslashes($title)."  Players ";
$limitstart = mosGetParam( $_REQUEST, 'limitstart', 0);
$limit = mosGetParam( $_REQUEST, 'limit', $gamesperpage);
include_once( "includes/pageNavigation.php" );
$query = "select count(distinct userid) from jos_puarcade WHERE userid != '0'";
$database->setQuery( $query );
$res = $database->loadRow();
$pageNav = new mosPageNav( $res, $limitstart, $limit );
$mainframe->setPageTitle($title.' - Player List');
puarcade_html::WriteSpecialFolderLinks($Itemid);
puarcade_html::ShowPlayers($Itemid,$pageNav);
/*
 * This means we are looking in the Score List folder.
 */
}elseif ($fid == 9996){
echo " ".stripslashes($title)."  Scores ";
$limitstart = mosGetParam( $_REQUEST, 'limitstart', 0);
$limit = mosGetParam( $_REQUEST, 'limit', $gamesperpage);
include_once( "includes/pageNavigation.php" );
$pageNav = new mosPageNav( 200, $limitstart, $limit );
$mainframe->setPageTitle($title.' - Recent Score List');
puarcade_html::WriteSpecialFolderLinks($Itemid);
puarcade_html::ShowScoreboard($Itemid,$pageNav);
```
