

Code

gh-pages

Go to file

▼

img

AQWorlds_CookieClicker_3...

BGgarden.jpg

BGgrimoire.jpg

BGmarket.jpg

BGpantheon.jpg

_imglist.txt

alchemylab.png

alchemylabBackground.png

alteredGrandma.png

alternateGrandma.png

antiGrandma.png

antimattercondenser.png

antimattercondenserBackg...

aqworldsbanner.jpg

ascendBox.png

ascendInfo.png

ascendSlot.png

Documentation • Share feedback

cookieclicker

ozh Merge pull request #63 from dylanjtholen/gh-pages

e3ab4a3 · last week History

Name	Last commit message	Last commit ...
img	update 2.052 + update script	last week
loc	update 2.052 + update script	last week
snd	update 2.052 + update script	last week
DungeonGen.js	Init	10 years ago
README.md	Update README.md	last year
_jslist.txt	Update to v 2.048	last year
ajax.js	Init	10 years ago
base64.js	Init	10 years ago
dungeons.js	Init	10 years ago
excanvas.compiled.js	1.0411	10 years ago
grab.txt	update 2.052 + update script	last week
index.html	update 2.052 + update script	last week
main.js	update 2.052 + update script	last week
minigameGarden.js	update 2.052 + update script	last week
minigameGrimoire.js	update 2.052 + update script	last week
minigameMarket.js	update 2.052 + update script	last week
minigamePantheon.js	update 2.052 + update script	last week
showads.js	update 2.052 + update script	last week
style.css	update 2.052 + update script	last week
update.sh	update 2.052 + update script	last week

README.md

cookieclicker

The original game can be found at <http://orteil.dashnet.org/cookieclicker/>

This mirror for, errrr, like, educational purpose, either to download for your own offline education or to be played online from <http://ozh.github.io/cookieclicker/> if you cannot "educate" yourself on the original URL

How to update

If the original game updates, here is how you can update the mirror:

1. Fetch all new images :

From the root,

- `cd img/`
- `wget --convert-links -O index.html http://orteil.dashnet.org/cookieclicker/img/`
- `grep -v PARENTDIR index.html | grep '\[IMG' | grep -Po 'a href="\K.*?(?=")' | sed 's/\?.*//' > _imglist.txt`
- `wget -N -i _imglist.txt -B http://orteil.dashnet.org/cookieclicker/img/`

2. Fetch all new sounds :

Similarly, from the root :

- `cd snd/`
- `wget --convert-links -O index.html http://orteil.dashnet.org/cookieclicker/snd/`
- `grep -v PARENTDIR index.html | grep '\[SND' | grep -Po 'a href="\K.*?(?=")' | sed 's/\?.*//' > _sndlist.txt`
- `wget -N -i _sndlist.txt -B http://orteil.dashnet.org/cookieclicker/snd/`

3. Fetch all new translations :

Similarly, from the root :

- `cd loc/`
- `wget --convert-links -O index.html http://orteil.dashnet.org/cookieclicker/loc/`
- `grep -v PARENTDIR index.html | grep '\[' | grep -Po 'a href="\K.*?(?=")' | sed 's/\?.*//' > _loclist.txt`
- `wget -N -i _loclist.txt -B http://orteil.dashnet.org/cookieclicker/loc/`

4. Update js and html files :

From the root directory :

- Fetch the updated `index.html` file: `wget -O index.html http://orteil.dashnet.org/cookieclicker/`
- Fetch the updated `style.css` file: `wget -O style.css http://orteil.dashnet.org/cookieclicker/style.css`
- Fetch updated `js` files: `wget -N -i _jslist.txt -B http://orteil.dashnet.org/cookieclicker/`
- Scan `index.html` for any new `<script src` and also `main.js` for any new local javascript (eg `Game.last.minigameUrl`). If there are new scripts, update the `_jslist.txt` accordingly.
- In `main.js` there is a call to a remote script we need to modify:
 - Look for `ajax(' /patreon/grab.php'` and replace it with `ajax('grab.txt'`
 - In the root: `wget -O grab.txt http://orteil.dashnet.org/patreon/grab.php`

5. Report update here :)

If you happen to update, please make a pull request for others to benefit, thanks!