Sloongnet Frame Interface

Power by Sloong.com

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1. Overview
2. Interface
3. GetEngineVer

**Get engine version info**

Params:

no

Return:

**version info.**

1. ShowLog

**Write log message to log file and standard output environment.**

Params:

**Param1: log message.**

**Param2: log title. In log file it will show like this:[Script:$Title]:[$log message]**

Return:

no

1. Get

**Get config item value from run config file.**

Params:

**Param1:The config item section.**

**Param2:The config item key.**

**Param3:The config item default value.**

Return:

The config item value

1. QuerySQL

**Run SQL lang to connect SQL server.**

Params:

Param1:SQL string

Return:

Return1: If run SQL string fialed, return -1. Else return query result lines number.

Return2: If run SQL string fialed, return SQL error message.

If succeed, return query result lines. and if result have more then one lines, should use **0x0a** to split it. If result have more than one rows, used **0x09** to split.

1. GetThumbImage

**Get thumb image with target file.**

Params:

Param1: The target file path

Param2: The thumb width by number.

Param3: The thumb height by number.

Param4: The thumb quality by number.

Return:

Thumb file path.

1. Base64\_encode

Params:

Param1: The string of need encode with base64.

Return:

Encoding result

1. Base64\_decode

Params:

Param1: The string of need Decode with base64.

Return:

Decoding result

1. MD5\_encode

Params:

Param1: The string of need Encode with md5.

Return:

Encoding result

1. SendFile

**Send one file to current socket. Engine will load the file and return the index, when lua script returned, need return this index to engine, so just can send one file in one time.**

Params:

Param1: The file path.

Return:

The file resource index in engine.

1. ReloadScript

**Reload script file. When call this interface, engine will do reload operation in next message process for current process thread. If have more than one process thread, the other thread reload need wait next process message time.**

Params:

no

Return:

no

1. MoveFile

**Call system API to move one file.**

Params:

Param1:The old file path

Param2:The new file path

Return:

Return1:return 0 if succeed. If param is empty ,return -2. If no access to old file or new folder, return -1.

Return2:error message.

1. GenUUID

**Gen new UUID**

Params:

no

Return:

New uuid with string

1. GetSQLError

**Get MySQL error message**

Params:

no

Return:

Error message

1. ReceiveFile

**Receive file from client with tcp/ip mode. Client can apply the server run in target port. Because some network environment is blocked. This function should infrequent.**

Params:

|  |  |
| --- | --- |
| Param1 | The trans UUID with 32 bit length. Client must send it in first time when connect done. If in set time no send or send error package, engine will disconnect. |
| Param2 | The target port, engine will wait the client connect in this port. |
| Param3 | The file max size. After the uuid, client must send the size, and function will check the send size to this value, if big than this value. Function will direct return. |
| Parma4 | The file save path. |
| Param5 | The timeout value. In default, this value is 5 second. |

Return:

|  |  |
| --- | --- |
| Return1 | If receive succeed, return the file length, else return 0 |
| Return2 | If succeed, return empty, else return error message. |

Remarks:

This function is used the socket base on tcp/ip block mode. So if the receive course no done, the function will block. So should set the max size with different user. And in once time, no call too many receive function.

And then, the client after connect, must send the package according the order:

{trans UUID with 32bit}->{file length with 8bit}->{file data with No.2 package}.

1. Other