

PARDUS INFOCENTER v1.5b2.004



READ ME

ABOUT

This tool is designed for sharing combat logs, hacks, and bulletin board missions between large groups of people. It consists of two parts: the website and the Greasemonkey script. The website is written in PHP and is supposed to be installed by an IT-responsible person. The GM script requires Firefox and Greasemonkey to use.

This tool was previously known as the Combat Logger and was written in ASP.

REQUIREMENTS

In order to install and use the Pardus Infocenter, you must have a web host that has PHP and allows you to access the SQL server.

To use the Greasemonkey script (which is included), Firefox and the Greasemonkey extension are required.

INSTALLATION

- 1) Create a new database and import “/mysql/db.sql” in phpMyAdmin
 - a. Alternatively, if you don't have any other installations of the Pardus Infocenter, you could import “/mysql/db.sql” into an existing database.
- 2) Open up “/infocenter/modules/settings_mod.php” and specify your “DB Settings.”
- 3) Copy the content of the “/infocenter” folder to the appropriate folder on your web host.
- 4) Open up “/infocenter/pardus_infocenter_share.user.js” and edit the settings under “SERVERS.”
- 5) Go to “http://www.yourdomain.com/(path)/infocenter” and test your login and password. Default logins are the following (Login/Password, case sensitive):
 - a. Orion-View/Pardus
 - b. Artemis-View/Pardus
 - c. Pegasus-View/Pardus
- 6) If you log in successfully, proceed to download and test the Greasemonkey Script. If not, go back to step 2 and make sure that your settings are correct.
- 7) Your setup should be finished. See the next section for options on how

to customize your installation.

CUSTOMIZATION

ACCOUNTS

Here is how to add multiple accounts for your Infocenter.

- 1) Open up phpMyAdmin
- 2) Select the Database that you imported the Infocenter "db.sql"
- 3) Click on "Accounts" and click to "Browse"
- 4) Make note of the ID of the last account.
- 5) Click "Insert" and enter in the next ID number from the one you noted.
- 6) Fill out the information, specifying a Universe, Username, and Permission setting.
- 7) For the password, you will need to convert it into a MD5 format. Go to "<http://md5-hash-online.waraxe.us/>" and enter in the desired password. Once it is converted, copy and paste that value into the "Password" field.
- 8) Click to insert entry, and test your login to see if it works.

MAIN PAGE

In this version of the Pardus Infocenter, you have the option to customize and create your very own main page.

- 1) Go to "/main.php"
- 2) Edit accordingly.

If you feel that you do not want "main.php" to be your main page, then follow these steps:

- 1) Go to "/modules/settings_mod.php"
- 2) Find the following line:

```
const PAGE_STARTING_PAGE = "main";
```
- 3) Change "main" to one of the other options listed (combats/hacks/mission).
- 4) Find the following line:

```
const ENABLE_MAIN_SHARE = true;
```
- 5) Change "true" to "false."

IMPORTING DATA

If you are updating your Infocenter or migrating from a different source, you can import old data into your new database.

- 1) Log into phpMyAdmin.
- 2) Select the Database where you installed the "db.sql."
- 3) Click "Export."
- 4) Select the appropriate tables (account/combat/hack/mission).
- 5) Uncheck Structure if you are moving to a DB that already has Infocenter information, otherwise leave it checked. Check off "IF NOT EXISTS."
- 6) Change the "Maximal length of created query" to "9999999999."

- 7) Change "Export type" to "UPDATE" if you are moving to a DB that already has Infocenter information.
- 8) Check off "Save as file."
- 9) Click "Go."
- 10) Go to your new Database.
- 11) Click "Import" and select the file you downloaded.
- 12) Import.
- 13) Check your Infocenter Website and make sure that the files transferred.

DELETING

Currently, it is not possible to delete entries without access to the SQL Database. If you feel it is necessary to clear logs, for whatever reason, do the following:

- 1) Log into phpMyAdmin
- 2) Select the Database where you installed the "db.sql"
- 3) Select the appropriate table (combat/hack/mission)
- 4) Check off the appropriate entries and click to "Delete"
- 5) Confirm you want to delete.
- 6) Check the website and make sure the files were deleted.

DISCLAIMER

This Pardus Infocenter is distributed "as is." No warranty of any kind is expressed or implied. Use at your own risk. The author will not be liable for things such as "your hard drive was reformatted," "your cat died," or any other kind of loss while using or misusing this tool.

CREDITS

ORIGINAL MAINTAINER

Pio	-Orion-	siur2@yahoo.com
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CURRENT MAINTAINER

Uncledan	-Orion-	uncledan@uncledan.it
Larry Legend	-Artemis-	larrylegend@live.it

VERSION 1.5b2.004

Sobkou	-Orion-	sobkou.pardus@gmail.com
Taurvi	-Artemis-	sobkou.pardus@gmail.com

IMAGES

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KNOWN BUGS/TO DO LIST

- Missions are shared even if permissions would not allow [Uncledan]
- Users Administration Page [Uncledan]
- *SOLVED* Use the defined variable "DB_TABLE_PREFIX" to make customization easier [Uncledan]
- Add a bridge for phpBB3/Use phpBB3 User Table [Sobkou]
- Logs were stored by their own unique ID number (they should probably

instead be stored by a concatenation of universe number (O=0, A=1, P=2), and the original combat log ID. This would prevent out-of-sequence logs from showing up (happens fairly often) [Lucky Seven]

- *SOLVED* Logs that have a single quote (') in the name fields are quoted twice before DB insertion. this results in having name fields in the results show up like "Uncledan\'s Robot Factory". I looked for this, but couldn't determine the source. This is probably a result of the user.JS file escaping the sequence, and then the PHP code escaping it again before insertion into the DB [Lucky Seven]
- Squad combat displays / stores badly. It appears to be saved, but is pretty heavily garbled [Lucky Seven]
- Improve war missions store [Uncledan]
- Add a button to share only war missions [Uncledan]
- Add a feature to delete stored data without recurring to phpMyAdmin [Uncledan]
- *SOLVED* missions not correctly uploaded [Taurvi]
- Resources images not uploaded (or displayed?) in freak/guru hacks [Uncledan]
- More search criteria. At least in the version I'm looking at, there are only filters on type, outcome, ambush or not, and opponent. I'd like to see the ability to filter on location, ship, guns and/or missiles, number of rounds, etc. The more the merrier! [Killer]
- Sort order by clicking on the heading [Killer]
- Possibly more

VERSION HISTORY

1.5b2.004g (2010-03-13)

- Revised "modules/security_mod.php" implementing the function "checkPermission" to make easier to customize permission *Uncledan*
- Modified field "permissions" in database to tinyint(2) to allow new permissions *Uncledan*;
- Revised "index.php", "combats.php", "combat_add.php", "combat_details.php", "hacks.php", "hack_add.php", "hack_details.php", "missions.php", "mission_add.php" to reflect new enhanced permissions table *Uncledan*
- 0 = banned user
- 1 = can share ALL
- 2 = can view ALL
- 3 = can both share and view ALL
- 4 = can share only combats
- 5 = can view only combats
- 6 = can both share and view only combats
- 7 = can share only hacks
- 8 = can view only hacks
- 9 = can both share and only hacks
- 10 = can share only missions
- 11 = can view only missions
- 12 = can both share and view only missions
- 13-24 = same as 1-12 but with administration privilege (in future this could be administer users, delete logs, etc.)

- Added "users.php" which is mock page where in future there could be the users administration page, viewable only with administration permissions

1.5b2.004f (2010-03-07)

- revised "mission_add.php" *Pio*
- revised "pardus_infocenter_share.user.js" *Sobkou*

1.5b2.004e (2010-03-05)

- Revised "modules/mission_mod" to fix upload bug when variable DB_TABLE_PREFIX is used *Uncledan*

1.5b2.004d (2010-02-27)

- Revised "modules/combat_mod.php" to avoid "Sombobody's Building" bug *Uncledan*

- Revised "modules/account_mod", "modules/combat_mod.php", "modules/hack_mod.php", "modules/mission_mod" to use the predefined variable DB_TABLE_PREFIX *Uncledan*

1.5b2.004b = 1.5b2.004c (2010-02-25)

- Revised "main.php" header tag to copy exact Pardus docking page layout *Uncledan*
- Revised "index.php", "combats.php", "combat_add.php", "combat_details.php", "hacks.php", "hack_add.php", "hack_details.php", "missions.php", "mission_add.php" to reflect new enhanced permissions table *Uncledan*

- 0 = banned user
- 1 = can share ALL
- 2 = can view ALL
- 3 = can both share and view ALL
- 4 = can share only combats
- 5 = can view only combats
- 6 = can both share and view only combats
- 7 = can share only hacks
- 8 = can view only hacks
- 9 = can both share and only hacks

1.5b2.004a (2010-02-24)

- Revised "index.php" to add Universe icon near username and to display in red higher permission level user (>2) *Uncledan*
- Revised "modules/security_mod.php" to enable not encrypted passwords (compatibility with 1.5b2 versions) *Uncledan*
- Deleted "downloads.php" as useless with the single "GM Script" *Uncledan*
- Changed "dock.php" to "main.php" and made it default page after logging in
 - Added variables in "/modules/settings_mod.php" for ease of setup
- Fixed "missions.php" and "npc_images.php" to reflect new image pack (wormhole is a PNG and no more a GIF in HQ pack) *Uncledan*

1.5b2.004 (2010-02-15)

- Incorporated a single "GM Script" that can share all (Courtesy of Uncledan)
- Changed "dock.php" to "main.php" and made it default page after logging in
 - Added internal comments for ease of setup
- Edited "index.php" to reflect above change and to add a logout button.
- Revised "modules/missions_mod.php"
 - Added code to allow sorting by "Source" of mission and "Destination" (sector)
- Revised "missions.php"
 - Added code to allow sorting by "Source" of mission and "Destination"

(Sector"

- Revised the "/modules/settings_mod.php"
 - Added comments for easier setup
 - Set new "HQ" image pack as default
- Added default "Artemis Logs"
- Revised the "readme.txt" and created a formatted PDF/Word document.

1.5b2.003 (2009-08-20)

- code cleanup from my (Pardus) messy updates
- added variable to choose starting page (and logout type)
- added variable for future use as table prefix in database

1.5b2.002 (2009-08-10)

- fixed other missing titles in pages
- added some variables in settings_mod.php for an easier customization
- added feature to enable/disable combat/hack/mission share (variables in settings_mod.php)

1.5b2.001 (2009-05-31)

- fixed missing title tag in login screen
- password are now stored in MD5 and not in plain text (password control changed in the login)
- added a download page for GMscripts
- added feature for hackers not to send their position to the db
- added a permissions feature for the users (0=disabled, 1=can only share logs, 2=can only view logs, 3=can both share and read logs, 4=reserved for future admin features)

1.5b2 (2009-04-16)

- fixed share_hack.user.js to work with new hack page html which was updated by Pardus developers recently
- fixed bug (file npc_images.php) occurring on some php hosts causing combat details are not displayed

1.5b1 (2008-01-06)

- removed most if not all php notices in server error log
- fixed bug: sometimes last page for hack or combat list is empty
- number of rounds for PvB combat log now shows total amount of rounds player was attacked by building modules
- improved page navigator
- ! implemented share missions feature (except TSS and war missions)