



NuGardt SC2Ranks.com Custom Division Profiler

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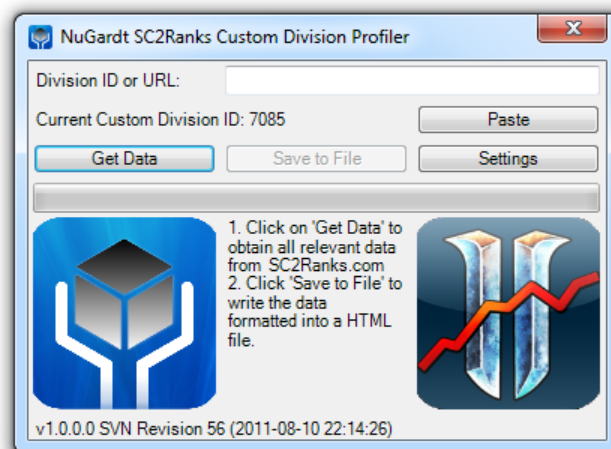
Home: <http://www.nugardt.com/software/sc2-cdp/>

Blog: <http://www.teamliquid.net/blogs/viewblog.php?id=254063>

The NuGardt SC2Ranks Custom Division Profiler lets you download Ranking Statistics for a Custom Division on sc2ranks.com to the web format (HTML). By default the Handle with Care ([HwC]) Division (Division ID 7085) is loaded (my clan :P).

You can specify a Custom Division by either typing the ID into the text field or paste the custom division URL from <http://www.sc2ranks.com/custom>.

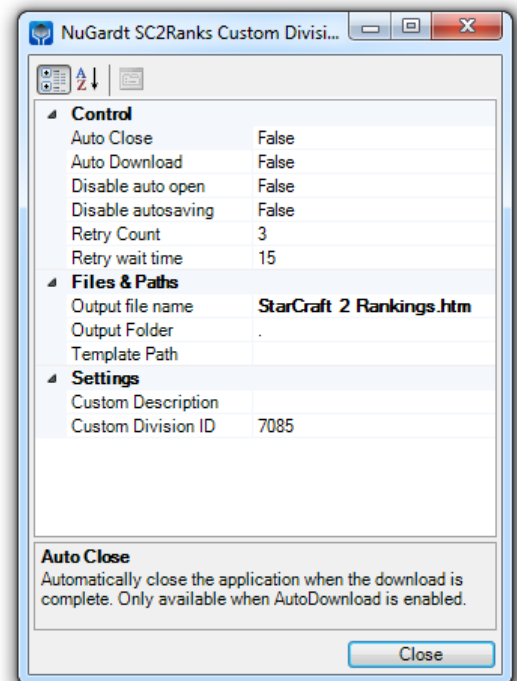
Create your custom division on sc2ranks.com by going here http://www.sc2ranks.com/custom_create. Then add players to that custom division. Every player needs to be placed in 1v1 division (in game) to be shown in the custom division.



Command Line Switches

- `/config=FILEPATH`
 - The path to the config file. Other command line flags override the config.
- `/customdivisionid=7085` OR `/cid=7085`
 - Set the custom division. Default: 7085
- `/commandline` OR `/cl`
 - Starts the app in command line mode.
- `/refresh` OR `/r`
 - Refreshes the players in the custom division.
- `/autodownload` OR `/ad`
 - Automatically start the download the when the program starts.

- `/autoclose` OR `/ac`
 - Automatically close the program after a download has automatically started (`/autodownload`).
- `/disableautosave` OR `/das`
 - When specified does not automatically save the data to file.
- `/filename=FILENAME`
 - Specify output file name. Default: StarCraft 2 Rankings.htm
- `/savepath=DIRECTORYPATH`
 - Specify save path. Default: Program working directory
- `/template`
 - Specify a template for writing data. Values:
 - `$achievement$`
 - Achievement Points Ranking Table
 - `$1v1$`
 - 1v1 Ranking Table
 - `$2v2$`
 - 2v2 Ranking Table
 - `$3v3$`
 - 3v3 Ranking Table
 - `$4v4$`
 - 4v4 Ranking Table
 - `$timestamp$`
 - Timestamp when the file was generated (Format: yyyy-MM-dd HH:mm:ss.fff)
 - `$version$`
 - Version used (Format: vMajor.Minor.Build [SVN Revision Revision])
 - `$generatedby$`
 - User who generated the file (Format: Computer\Username)
 - `$generatedin$`
 - The time in seconds it took to retrieve all data and generate the file
 - `$customdescription$`
 - As specified in custom description.
- `/verbose` OR `/v`
 - Provides more details in error messages.
- `/retrycount=3`
 - The number of retries per data request to SC2Ranks.com before giving up. Default: 3 (Valid Range: 0-5)
- `/retrywaittime=15`
 - The number of seconds to wait between retries. Default: 15 (Valid Range: 0 -180)
- `/reset`



- Sets all saved setting back to application default.

Requirements

- Windows 8; Windows 7; Windows Server 2008; Windows Server 2003; Windows Vista; Windows XP or UNIX with mono.
- .Net Framework 4 (<http://www.microsoft.com/net/download.aspx>) or Mono Framework (<http://mono-project.com>) (Tested with v2.10.8.1 and v3.0.11)
- Internet Connection

UNIX Cronjob Setup

Included in the setup are two shell scripts called 'nscdp_run_cron.sh' and 'nscdp_refresh.sh'. Find these in the "\\Tools\\Linux" folder. These scripts must be amended to reflect you path on Linux.

License



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Do not use this program to automate mass download statistics. **Fair use** to www.sc2ranks.com.

Support

- Home Page: <http://www.nugardt.com/software/sc2-cdp/>
- E-mail: kevin@nugardt.com
- Twitter: <https://www.twitter.com/NuGardt>
- Facebook: <https://www.facebook.com/NuGardt>
- SC2Ranks: <http://www.sc2ranks.com>

Credits

- www.sc2ranks.com for Ranking Collection and API access
- Kralizek for SC2Ranks API (<http://sc2ranksnet.codeplex.com/>) (Ported to VB.Net and updated)
- Blizzard for StarCraft II and Battle.net

Change log

- V1.2013.7.5 (2013-07-05)
 - Open Source release.
- V1.3.0.157 (2013-06-30)
 - Maintenance release.
- V1.3.0.122 (2013-05-31)

- Fixed an exception that could occur when refreshing characters under the Mono framework.
 - Fixed a typo in the settings description for Win/Loss ratio.
 - Added settings for ignoring local cache if desired. Not recommended though.
 - Added command line shortened switches.
 - Added settings for cache duration.
 - Fixed problem where the cache was not saved when an error (403 Forbidden/Too many requests) occurred.
 - Added setting for display custom division rank.
 - Added setting to hide the “Last update”, “Region Rank” and “World Rank”, “Region (R.)” column.
- V1.3.0.94 (2013-05-14)
 - Queries are now cached as specified by SC2Ranks.
 - Added race icons.
 - League icons are now in one image and chosen via CSS.
 - Added more CSS tags to output.
- V1.2.0.55 (2013-05-08)
 - Added support for clan tag in API.
 - Cleaner HTML output.
 - More CSS classes. Refer to the “Base Template.htm” in \Tools
- V1.2.0.53 (2013-05-02)
 - Added support for expansions.
 - The timestamp for teams no longer shows the update timestamp for the character.
- V1.2.0.29 (2013-03-07)
 - Fixed parsing error where character code could be Nothing.
- V1.2.0.18 (2012-08-04)
 - Added option to link all players to SC2Ranks.com URL.
- V1.1.0.14 (2012-04-13)
 - Working under Linux with mono. Tested with Ubuntu 10.04/12.04 LTS with mono (<http://badgerports.org/> for 10.04 backport)
 - Read the Linux section above to details on how to setup a cronjob.
- V1.0.0.10 (2012-03-18)
 - Added command line mode (/commandline)
 - Added option to hide certain columns (last update, losses and win/loss ratio).
- V1.0.0.x (2011-08-30)
 - Code optimized.
- V1.0.0.x (2011-08-24)
 - Fixed problem where settings where not saved.
- V1.0.0.x (2011-08-23)
 - Refreshing the profiles of an entire custom division is now supported.
- V1.0.0.x (2011-08-18)
 - When /autoclose is specified, the output file is no longer opened automatically.
 - Code optimized.

- Base Template (Base Template.htm) is now included. To use it, specify your template with `'/template="BaseTemplate.htm"'` You can edit the file by opening it in a HTML editor.
- V1.0.0.x (2011-08-13)
 - Fixed a typo.
 - Fixed a sorting issue when the world and region rank is not available to a team that has no points.
- V1.0.0.x (2011-08-12)
 - Initial release.