



DEDICATED SERVER SOFTWARE

WEB STATS GUIDE

Release 7.0.3.0

October 27th, 2016

CHANGE LOG

- Initial version for Farming Simulator 17 (7.0.3.0)

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INTRODUCTION

The Dedicated Server web stats offer you the option of showing various statistics of your online game on a website using additional software. This includes, among others:

- information about the game itself:
 - the name of the game
 - the matchmaking server used
 - maps used
- current players:
 - playing time
 - admin rights
- vehicles:
 - name
 - category
 - position (X,Y,Z)
 - fuel level and type

You can find a complete overview of the available information in Appendix A.

HTML5 INTEGRATION

You will find the following files in the *html5* folder:

- *template.html*
- *webStats.js*
- and the *icons* subfolder.

The *template.html* file serves as a container and specifies the layout to a large degree.

The final three lines of this file are particularly interesting as the jQuery library is downloaded from Google by these lines, after which the script code is loaded from the file *webStats.js*. Finally, the command *loadWebStats* is executed to request the statistics from the Dedicated Server and inserted into the corresponding position in the HTML DOM structure.

It is important to adapt the address in the final line to your own environment.

The code in the *webStats.js* file should be mostly self-explanatory. Nevertheless, the following few settings should be noted. In lines 75 and 76, you will find two variables that specify the quality and resolution of the image retrieved from the Dedicated Server. You can choose between three quality levels (60, 75, 90) and four resolution levels (256, 512, 1024, 2048).

For example, you can refine which icon is used to display which vehicle. Currently, it only distinguishes between tractors, harvesters, attachments and trailers. You will find a list of available categories in Appendix B at the end of this document.

Game

Version 1.2.0.0
 Game Farming Simulator 17
 Server International
 Name Dedi Server
 MapName Goldcrest Valley
 MapSize 2048
 Money 9804244

Player

Name Uptime Position Role
 John Doe 0:01

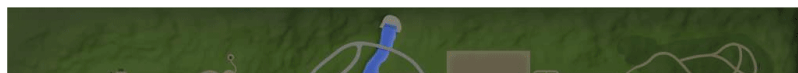
Mods

Mod Author Hash Version

Vehicles

Name	Category	Type	FillTypes	FillLevels	Controller Position
1660 Axial-Flow	harvesters	combine_animated	unknown	0.000	John Doe 162.798 89.952 -15.594
1030 14FT	cutters	cutter_animated	undefined	undefined	undefined 162.800 89.921 -11.100
8340	tractors	tractor	undefined	undefined	undefined 77.975 95.829 9.492
CULTIMER L 300	cultivators	cultivator	undefined	undefined	undefined 82.005 95.509 9.514
1455 XL	tractors	tractor	undefined	undefined	undefined 40.996 97.714 -150.005
3P1006NT	sowingMachines	sowingMachineSprayer	seeds fertilizer	700.000 500.000	undefined 37.031 97.713 -150.000
1455 XL	tractors	tractor	undefined	undefined	undefined 180.006 90.050 -30.500
DB 8	tipplers	trailer	unknown	0.000	undefined 186.503 89.926 -30.500
Pickup Rodeo	cars	car_dynamicMountAttacher	undefined	undefined	undefined 226.000 89.955 -57.998
4204	plows	plough	undefined	undefined	undefined -594.588 92.877 648.132
T6	tractors	tractor	undefined	undefined	undefined -589.552 91.871 649.614

Map



PHP INTEGRATION

You will find the following files in the *php* folder:

- *template.php*
- *webStatsInclude.php*
- and the *icons* subfolder.

The file *webStatsInclude.php* contains functions that are necessary for requesting information from the Dedicated Server and for converting them into a suitable format/object that can be read and outputted by the functions in the *template.php* file.

In principle, you will only need to adapt the *template.php* file to your requirements.

At the beginning of the file (line 10), you will need to set the link to the Dedicated Server's feed. In lines 64 and 65, you will find two variables that specify the quality and resolution of the image retrieved from the Dedicated Server. You can choose between three quality levels (60, 75, 90) and four resolution levels (256, 512, 1024, 2048).

This is followed by the code for the outputting of the image, and the icon for the machines.

For example, you can refine which icon is used to display which vehicle. Currently, it only distinguishes between tractors, harvesters, attachments and trailers. You will find a list of available categories in Appendix B at the end of this document.

Please note: The plugin uses a two-minute cache timeout, meaning that, in certain circumstances, changes to the Dedicated Server might not be immediately available on the "Server status" page.

Server Stats

Game

Game: Farming Simulator 17
Server: International
Name: Dedi Server
Map: Goldcrest Valley
Map size: 2048
Money: 9804244

Players

Slot 1: John Doe 0:06h
Slot 2: ---Empty---
Slot 3: ---Empty---
Slot 4: ---Empty---
Slot 5: ---Empty---
Slot 6: ---Empty---
Slot 7: ---Empty---
Slot 8: ---Empty---
Slot 9: ---Empty---
Slot 10: ---Empty---
Slot 11: ---Empty---
Slot 12: ---Empty---

Mods

Vehicles

Name	Category		Type	Fill levels	Fill types	Position	Controller
1660 Axial-Flow	harvesters	combine_animated	unknown	0.000	162.798000 89.952000 -15.594000	John Doe	
1030 14FT	cutters	cutter_animated			162.800000 89.921000 -11.100000		
8340	tractors	tractor			77.975000 95.829000 9.492000		
CULTIDIER L 300	cultivators	cultivator			82.005000 95.509000 9.514000		
1455 XL	tractors	tractor			40.996000 97.714000 -150.005000	37.031000 97.713000 -150.000000	
3P1006NT	sowingMachines	sowingMachineSprayer	seeds fertilizer	700.000 500.000			
1455 XL	tractors	tractor			180.006000 90.050000 -30.500000		
DB 8	tipper	trailer	unknown	0.000	186.503000 89.926000 -30.500000		
Pickup Rodeo	cars	car_dynamicMountAttacher			226.000000 89.955000 -57.998000	-594.588000 92.877000 648.132000	
4204	plows	plough					
T6	tractors	tractor			-589.552000 91.871000 649.614000		

Map



WordPress INSTALLATION

First upload the supplied plugin .zip file and install it via the WordPress admin panel. You can then configure the plugin under Appearance -> Widgets. The settings dialog for the Dedicated Server's web stats should now appear in the options field of the primary sidebar.

It is essential to include the link to the Dedicated Server feed.

You can adjust the remaining options as needed. For example, you can specify the size at which the map should be displayed.


Please note: The plugin uses a two-minute cache timeout, meaning that, in certain circumstances, changes to the Dedicated Server might not be immediately available on the "Server status" page. You can set up the "Server status" page by creating a new page with the content "[serverlist]", which will then show the web stats on this page.

My Dedi
Just another WordPress site

Sample Page

Name: Dedi Server
Game: Farming Simulator 17
Players: 1/12
Map: Goldcrest Valley
Money: 9804244 \$
Server: International

Player	Time	Admin
John Doe	0h 33m	No



Vehicle	Category	Typ	Fill Levels	Fill Types
1660 Axial-Flow	harvesters	combine_animated	0.000	unknown
1030 14FT	cutters	cutter_animated		
8340	tractors	tractor		

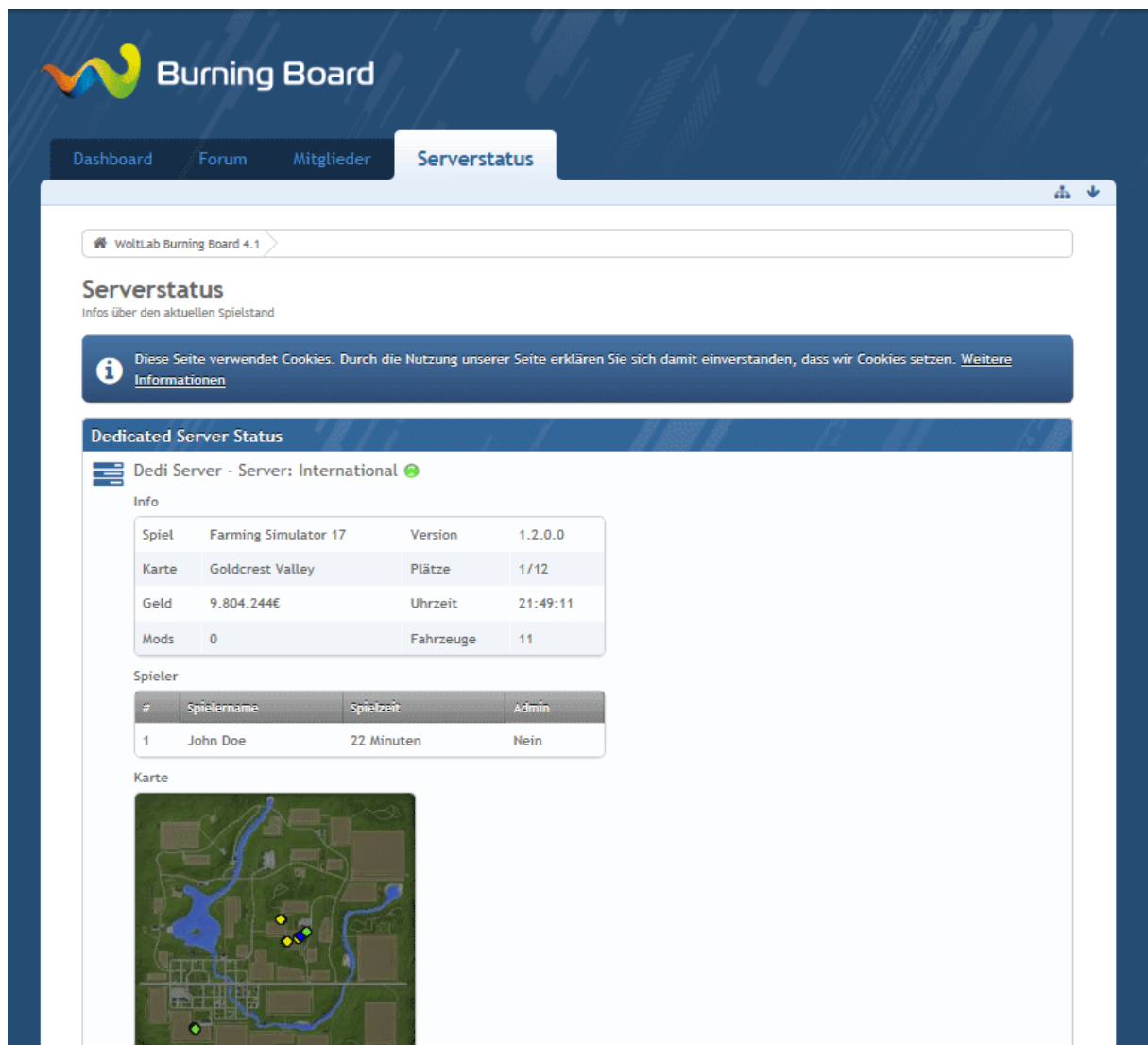
WoltLab Burning Board 4 INSTALLATION

First upload the supplied plugin .zip file and install it via the WoltLab admin panel. You can then configure the plugin under "System -> Options -> General -> Game Server".

You must enter the Dedicated Server feeds in the text field "Serverfeeds-URLs" – one line per server.

You can adjust the remaining options as needed. For example, you can specify the size at which the map should be displayed.

Please note: The plugin uses a two-minute cache timeout, meaning that, in certain circumstances, changes to the Dedicated Server might not be immediately available on the "Server status" page.



Burning Board

Dashboard Forum Mitglieder **Serverstatus**

WoltLab Burning Board 4.1

Serverstatus

Infos über den aktuellen Spielstand

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Dedicated Server Status

Dedi Server - Server: International


Info

Spiel	Farming Simulator 17	Version	1.2.0.0
Karte	Goldcrest Valley	Plätze	1/12
Geld	9.804.244€	Uhrzeit	21:49:11
Mods	0	Fahrzeuge	11

Spieler

#	Spielername	Spielzeit	Admin
1	John Doe	22 Minuten	Nein

Karte



APPENDIX A: XML SCHEMA

```

<?xml version="1.0" encoding="utf8" ?>
<xs:schema xmlns:xs="http://www.w3.org/2001/XMLSchema">
  <xs:element name="Server">
    <xs:complexType>

      <xs:sequence>
        <xs:element name="Slots">
          <xs:complexType>
            <xs:sequence>
              <xs:element maxOccurs="16" minOccurs="1" name="Player">
                <xs:complexType>
                  <xs:simpleContent>
                    <xs:extension base="xs:string">
                      <xs:attribute name="isUsed" type="xs:boolean" use="required"/>
                      <xs:attribute name="isAdmin" type="xs:boolean"/>
                      <xs:attribute name="uptime" type="xs:decimal"/>
                      <xs:attribute name="x" type="xs:decimal"/>
                      <xs:attribute name="y" type="xs:decimal"/>
                      <xs:attribute name="z" type="xs:decimal"/>
                    </xs:extension>
                  </xs:simpleContent>
                </xs:complexType>
              </xs:element>
            </xs:sequence>
            <xs:attribute name="capacity" type="xs:integer"/>
            <xs:attribute name="numUsed" type="xs:integer"/>
          </xs:complexType>
        </xs:element>

        <xs:element maxOccurs="1" minOccurs="0" name="Vehicles">
          <xs:complexType>
            <xs:sequence>
              <xs:element maxOccurs="unbounded" minOccurs="0" name="Vehicle">
                <xs:complexType>
                  <xs:attribute name="name" type="xs:string"/>
                  <xs:attribute name="category" type="xs:string"/>
                  <xs:attribute name="type" type="xs:string"/>
                  <xs:attribute name="x" type="xs:decimal"/>
                  <xs:attribute name="y" type="xs:decimal"/>
                  <xs:attribute name="z" type="xs:decimal"/>
                  <xs:attribute name="fillLevels" type="xs:string"/>
                  <xs:attribute name="fillTypes" type="xs:string"/>
                  <xs:attribute name="controller" type="xs:string"/>
                </xs:complexType>
              </xs:element>
            </xs:sequence>
          </xs:complexType>
        </xs:element>

        <xs:element maxOccurs="1" minOccurs="0" name="Mods">
          <xs:complexType>
            <xs:sequence>
              <xs:element maxOccurs="unbounded" minOccurs="0" name="Mod">
                <xs:complexType>
                  <xs:simpleContent>
                    <xs:extension base="xs:string">
                      <xs:attribute name="name" type="xs:string" use="required"/>
                      <xs:attribute name="author" type="xs:string"/>
                      <xs:attribute name="hash" type="xs:string"/>
                      <xs:attribute name="version" type="xs:string"/>
                    </xs:extension>
                  </xs:simpleContent>
                </xs:complexType>
              </xs:element>
            </xs:sequence>
          </xs:complexType>
        </xs:element>

        <xs:element maxOccurs="1" minOccurs="0" name="Fields">
          <xs:complexType>
            <xs:sequence>
              <xs:element maxOccurs="unbounded" minOccurs="0" name="Field">
                <xs:complexType>
                  <xs:simpleContent>
                    <xs:extension base="xs:string">
                      <xs:attribute name="name" type="xs:string"/>
                      <xs:attribute name="number" type="xs:integer" use="required"/>
                      <xs:attribute name="owned" type="xs:boolean"/>
                      <xs:attribute name="area" type="xs:decimal"/>
                      <xs:attribute name="price" type="xs:integer"/>
                      <xs:attribute name="xPos" type="xs:decimal"/>
                      <xs:attribute name="zPos" type="xs:decimal"/>
                    </xs:extension>
                  </xs:simpleContent>
                </xs:complexType>
              </xs:element>
            </xs:sequence>
          </xs:complexType>
        </xs:element>
      </xs:sequence>
    </xs:complexType>
  </xs:element>
</xs:schema>

```


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```
</xs:simpleContent>
</xs:complexType>
</xs:element>
</xs:sequence>
</xs:complexType>
</xs:element>
</xs:sequence>

<xs:attribute name="game" type="xs:string"/>
<xs:attribute name="version" type="xs:string"/>
<xs:attribute name="server" type="xs:string"/>
<xs:attribute name="name" type="xs:string"/>
<xs:attribute name="mapName" type="xs:string"/>
<xs:attribute name="money" type="xs:integer"/>
<xs:attribute name="dayTime" type="xs:decimal"/>
<xs:attribute name="mapOverviewFilename" type="xs:string"/>
<xs:attribute name="mapSize" type="xs:integer"/>
</xs:complexType>
</xs:element>
</xs:schema>
```

APPENDIX B: LIST OF MACHINE CATEGORIES

- tractors
- frontLoaders
- trucks
- harvesters
- cutters
- forageHarvesters
- forageHarvesterCutters
- potatoHarvesting
- beetHarvesting
- tippers
- augerWagons
- plows
- cultivators
- sowingMachines
- sprayers
- fertilizerSpreaders
- manureSpreaders
- slurryTanks
- weeders
- mowers
- tedders
- windrowers
- loaderWagons
- baling
- chainsaws
- wood
- wheelLoaders
- teleLoaders
- skidSteers
- animals
- leveler
- misc

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- dollys
- lowloaders
- cutterTrailers
- cars
- weights
- pallets
- belts
- placeables

