

## **Introduction: Easy Online High Scores version 1.2**

Ever want to have your games use an internet based high score system?  
Well today is your lucky day! That's exactly what this tutorial and script package can do!

Lets go over the number 1 requirements for doing something like this.  
You need a web server with PHP and mySQL on it.

Do you have one? Great! Skip down to section 1.

Do you need a web host?

Do you have no money?

A free server you can use for this is <http://www.byethost.com/>

Go sign up for an account today!

Ok so we now have a webserver with mySQL and PHP and we are ready to go to the next step.

If you don't have a webserver please throw this tutorial in the trash as you will not be able to complete it.

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## **Section 1:**

You will need to have 4 extensions that do not come with the standard Multimedia Fusion or Multimedia Fusion 2.

These extensions are:

1 - Live Receiver: Communicates your data to and from your server.

Download link:

[www.clickteam.com/epicenter/ubbthreads.php?ubb=showflat&Number=45067#Post45067](http://www.clickteam.com/epicenter/ubbthreads.php?ubb=showflat&Number=45067#Post45067)

2 – String Tokenizer: Allows us to easily split up the data received by live receiver for display in our score listings.

Download Link:

[www.clickteam.com/epicenter/ubbthreads.php?ubb=showflat&Number=55073#Post55073](http://www.clickteam.com/epicenter/ubbthreads.php?ubb=showflat&Number=55073#Post55073)

3 – URL Encoder: Used to make our uploaded data safe and also allows us to create an MD5 security hash to help protect our data from hackers

Download Link:

<http://www.clickteam.com/epicenter/ubbthreads.php?ubb=showflat&Number=114117>

4 – String Parser 2 from Extension Bonus Pack number 1

Please download and install these extensions.

You can not follow this tutorial without them.

Download and extract the ZIP package of scripts and MFA example file.

You can download it here:

[http://www.flyininteractive.com/online\\_scores/Easy\\_online\\_scores.zip](http://www.flyininteractive.com/online_scores/Easy_online_scores.zip)

Inside this ZIP file you will find the following files:

config.php – Used to hold the connection data for our mySQL database

score\_script.php – Used to insert and retrieve our score data from the database

index.php – Someday could display a list of scores in your browser now it doesn't

Easy\_Score\_Upload\_Tutorial.mfa – MFA example for MMF2/MMF2 Developer

We need to collect the following information from your webhost

**Step A** – The URL you will be uploading your scripts to.

I would suggest putting them in their own folder to keep everything nice and tidy

For example on my server the URL to is

[http://www.flyininteractive.com/online\\_scores](http://www.flyininteractive.com/online_scores)

Please note your URL below:

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**Step B** – We need to collect the following information from your webhost

This information is specific to your webhost so I can't help you find it.

This information is critical – without it this won't work.

The webhost for your mySQL server

This could be something like "localhost" or "mysql.server.com"

Your server here:

Your mySQL user name

Your mySQL password :

Your mySQL database name:

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## Section 2:

### Editing the config.php file

We need to edit the config.php file and enter the information we collected above. You can open it in Wordpad, Notepad or your favorite text editor.

```
<?
////////////////////////////////////////////////////
// Online Score Script
// Jeff Vance
// Version 1.2
// Files and sources can be found at www.flyinwinteractive.com
////////////////////////////////////////////////////

// You need to fill in this data from your own mySQL server

// Your host -- for example localhost or mysql.server.com
$host = '';

// Your user name for mySQL
$user = '';

// Your password for mySQL
$pass = '';

// Your database name for mySQL
$dbname= '';

// ATTENTION
// This is your secret key - Needs to be the same as the secret key in your game
// You can change this but remember to change it in your game.
// This is used to help secure the score and produce MD5 hashes
$secret_key = "this is secret";

// Your table name for mySQL
// You can change this is you wish
$table= 'scores';

// Number of scores to save for each gameid
// Feel free to change this but the example file only lists 10 scores
// You would need to code this
$score_number = '10';

?>
```

Enter each of your specific information collected about your webhost into the respective areas. If for example our mySQL server host is local host we would change the line

`$host = ""`; to `$host = 'localhost'`;  
and so on for each variable.

Enter each of your mySQL connection details into the various fields.

I don't think it goes without saying – but you really need to have the right data in here.

**New in Version 1.2** -- `$score_number = ""`;

Fill this in for the number of scores you want to save for each gameid.  
While the example files only list out 10 you can change it to have as many scores as you want.

Save the file and upload the PHP files to your webserver under the folder name you decided to use from step A above.

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### Section 3:

Ok not much is left yet except everything to do inside MMF2/MMF2 D ☺

Open up the Easy Score Upload file  
Event line 4

We need to update this event line to refer to your server and your game.

#### Change

Edit Box Script URL to the exact path of the `score_script.php` on your server.

On my server its  
"`http://www.flyinvinteractive.com/online_scores/score_script.php`"  
Yours should be similar

#### Possible Change

Edit Box Key

This is the secret key for your game and script uses to encode the security code.  
When you use this system in a real game I would use a new secret key.  
Just to detour hackers from uploading bad scores to your script.

#### Possible Change

Edit Box Game ID

The scripts can handle as many games as you want to connect to it.  
You would separate each game by using a different game ID number.  
Other wise the scores for your games would be confused.

When you run the test application

Notice the status bar in the lower corner.

If your information on the script URL is correct this will indicate "Server Online"

If it says "Server Offline" it – it means there is a problem communicating with the URL you entered into the "Edit Box Script URL" above.

Easy\_Score\_Upload\_Tutorial

File Options Help

Player Name:

Player Score:

The fields below would not be show to the player

Full URL to your script:

Game ID:

Secret Key:

MD5 Security Hash:

High Score Listings

Player Name	Score	Date
Yves	152035	Oct 25 2008
Roger Jones	9876	Oct 26 2008
Nico	5001	Oct 27 2008
Nico	5000	Oct 27 2008
Rhon	2000	Oct 27 2008
Francois	1000	Oct 27 2008
Jimbob	999	Oct 25 2008
Burfelt	999	Oct 27 2008
Henry	500	Oct 26 2008
Tom	10	Oct 25 2008

On frame number 2 in the example file you can find a version of this that can be vitalized.