

# Character Browser

*Version 2.0*

## Legal

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## Installation

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Copy all of the project files to the directory of your choosing. Edit the “*/includes/config.php*” file with your database information as the minimum settings. Additional settings can be altered in the config file to hide portions of the software from your users.

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Note: The `editor_values` table is no longer required to be in your database, and the `sql` source is no longer included.

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## New Features

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### Server Operators:

#### **editor\_values is no more**

The *editor\_values* table has been phased out and now uses a rather large array. With the additional work on LDON, taxation on the database is increasing. I felt like this might help reduce some of the strain on the database.

#### **Auto installer is no more**

Many people reporting trouble with the auto installer. Most of the problems stemmed from file permissions, I felt the easiest solution was to just remove the system since manual setup of the configuration file is fairly straight-forward.

#### **SQL injection security**

The security against SQL injection has been rethought to surpass the level of security in previous versions. The new system will only allow alphabetic and spaces through for names, searches, etc.

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Note: The software only requires the associated database account to have privileges to use "SELECT" statements. Ensuring this setting will greatly increase the security of your database.

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### **Multilingual Support**

Any text that appears in the program with the exception of text pulled from your own database appears in one array found in a single file, "*includes/language.php*". This allows server ops to easily translate the software to work for the servers where languages other than English are preferred. Simply open the file and go through it row by row doing any necessary translations. The file is broken down by files, buttons, and messages, and any changes to it will cascade through the entire program.

### Developers:

#### **Templates**

Every page has been converted to run on HTML templates. All html and CSS can be found in the "*/templates/*" directory. With templates, several arrays of variables are set in the PHP, and then are applied to the HTML template page. This pulls all html that would otherwise be embedded in the PHP out and into a clean easy to read/update file.

In a template variables are in the format of {MYVARIABLE}, and are plugged straight into the HTML. If you wanted to put " 's profile" after the characters name in all the windows you would just open each template, find something like "<div>{NAME}</div>" and change it to "<div>{NAME}'s profile</div>" without ever having to sort through any PHP.

I'm hoping this will lead to some people developing interfaces and sharing them on the forums. Developing an entirely new interface for the utility can take a matter of hours instead of the days it previously took.

## Users:

### Internet Explorer

Many minor display errors have been corrected for IE. I apologize about the appearance of any checkboxes to the IE users. I felt the time that would have been spent smoothing the appearance of those images in IE would have been better spent elsewhere.

### Navigation

I reexamined many of the "DONE" buttons in the software and have replaced a great deal of them with back buttons to stop some annoying redirects back to the front page of the software.

### Bazaar

This will allow you to search the bazaar from the magelo tool. Click on the Bazaar link in the top right of any window. The bazaar search window should function very similar to the in game version.

### Search

I removed the search page and instead embedded a search bar at the top of every page. Searches no longer require you to use any wildcards like %, ?, or \*. Now a simple space will suffice as a wildcard. "Mau gan" will return a character named "Maudigan". In addition a blank search will return all of the characters in the database. I did remove the ability to search by class and level, but it has been replaced with a similar feature on the search results page.

### Search Results

The search results window has been expanded and now horizontally, and with a default install will display 25 characters per page max. It will display name, guild, level, and class. Each of these fields are sortable by clicking the column titles. Results will display in ascending or descending order by clicking the heading multiple times. I also have a better function in use for pagination now.

**Inventory**

Minor layout changes have been made.

Item and augment names are now appear as gold-brown links to view where the item drops, where to buy, etc.

The character name is currently only showing their first name. This was removed to prevent character profiles for people with extremely long first name, last name, title, and guild combinations from word-wrapping several lines and spoiling the layout of their profile.

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Note: The server operator can modify this by editing “/templates/character\_body.tpl”. Find {FIRST\_NAME}, and add {LAST\_NAME} after it. Other options to add are {TITLE} and {GUILD\_NAME}.

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**Alternate Abilities**

Minor display fixes have been made, no changes to function.

**Flags**

Minor display fixes have been made, no changes to function.

**Skills**

Minor display fixes have been made, no changes to function.

**Corpses**

I expanded the window a bit. Clicking the old zone link will no longer bring you to the map, but will instead bring up general information on the zone like mobs, merchants, spawn, fishing, ground spawns, foraging, etc.

A new column has been added with “[map]” links . Clicking these links will attempt to generate a map of the zone you died in, with a marking showing your corpses location.

**Factions**

Minor display fixes have been made, no changes to function.

## Credits

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This project has taken from the original Magelo Clone, EQEditor, Allakhazam Clone, phpBB, and other publicly licensed sources. Thanks to TheConquistador, Trevius, and Cavedude for helping with the project.