

Monday, December 19, 2005

Browser Based Games hit Wikipedia

As of the 15th of December Devnetwork member MooCat created a new page on Wikipedia listing browser-based games. No, Quantum Star SE Evolved has not (and will not) be added until official SF releases start, but for those with PHP games take note of the address:

http://en.wikipedia.org/wiki/List_of_browser_games

Posted by Pádraic Brady in PHP Game Development at 22:56

Transaction Support for QS

After thrashing the remaining few bugs in QS 0.14, and after adding the MySQL/PostgreSQL compatible XMLSchema based on the ADOdb AXMLS format to the installer. I have gotten around to making a few custom changes to how the database is set up. One of the things everyone (well, everyone should) know is that MySQL is not the most feature packed DBMS available. Its often recommended however that the best approach to a database platform is to invest heavily in one - rather than dilute your options with several incompatible ones.

Back on topic. With MySQL 4.0 penetration, so too has penetrated the excellent InnoDB storage engine, which is standard on MySQL 4.0, and is the default (replacing MyISAM) on 4.1 to 5.0. This will now become the preferred engine for Quantum Star SE on MySQL (PostgreSQL works differently - its had Transaction support for longer). That means that when you go to install QS on MySQL for v0.15 you will need MySQL4 or greater.

I'll BC back to MySQL3 when I have the time - take pity on the poor souls still using MySQL3... 

As for why Transactions... Transactions can help ensure that data integrity and consistency is maintained. It can also be more efficient (all writes are only committed at the end of a transaction). In SE speak, if you move a ship, a transaction will only be committed if the ship, user, fleet or other database writes associated with a movement are without errors. This prevents the situation where one is successful, one fails, and the player's game is essentially ruined unless there's some code detecting those errors, or an Admin directly edits the database for who knows how many ships!

Posted by Pádraic Brady at 00:03

Saturday, December 17, 2005

More ADOdb-Lite Bugs for the grinder


Reported two bugs to Panama Jack (when he gets to checking the Bug submissions to the Sourceforge trackers.

First is an ODBC driver bug which produces a fatal error on all recent PHP versions. Caused by a function call which is compatible with

Posted by Pádraic Brady in PHP General at 18:55

Friday, December 16, 2005

Purely 3.0.5 Released

Moriarty's private Solar Empire fork has been seeing some recent activity. With the switch to the GPL License its a little more attractive to developers - that is if there were more SE developers without their own forks and weird ideas about open source gaming 

The latest updated includes some security measures against session hijacking. In fairness SE is not Session based (it utilises Cookies almost entirely for the purpose) but here's to at least one security improvement.

Maybe, just maybe SE will get something more robust like an Input Filter and placeholder SQL calls (i.e. similar to PEAR's Prepare() function call) for auto escaping. Until then SE is still a high risk application and that does stretch into SE Generic as released by Mjac.

Sorry, guys. But you really really really need to add secure features...

Posted by Pádraic Brady in PHP Game Development at 22:52