Printed Documentation

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Welcome

This is the documentation about eXtended Stats 0.1.1 rc1 (build 125).

Here you can learn about how to install and configure your eXtended Stats as well as writing addons and methods for it. Note that to write addons and methods you have to know python, which you can learn about on http://www.python.org.

To download eXtended Stats visit the EventScripts Addon Manager site.

See a list of Features of eXtended Stats

Features

- Logs 50 values by default for CSS, 41 for DoDS. Plus: 3 with extendedevents, 2 with gungame, 2 with wcs
- Full statistics on weapons (kills, deaths and with extendedevents even bought)
- Provides standard commands such as rank, top10 (actually topX here as you can add any number), statsme...
- Fully configurable, you can even change the name of the commands
- 11 default methods for rank calculation
- Ability to add custom methods
- 4 default addons (auto_prune, extendedevents, wcs, gungame)
- Ability to add custom addons
- Fast sqlite3 database
- Built in help-system
- Customisable statsme
- SOON: Support for TF2 and HL2DM
- SOON: Webfrontend
- SOON: Full documentation

Default Methods

- kdr
- kills
- deaths
- team_kdr
- killsperminute
- money
- score
- damage
- falldamage
- longestjump
- jumpdistance

Note: Every logged value can also be used as method

Values logged for Counter-Strike Source

- steamid
- sessions
- sessionstart
- time
- changename
- kills
- deaths
- teamkills
- teamkilled
- headshots

- lastseen
- falldamage
- hurt
- hurt_damage
- attacked
- attacked_damage
- jump
- jump_startpos
- team_1_time
- team_2_time
- team_3_time
- teamchange_time
- current_team
- win
- lose
- rounds
- ban
- name1
- name2
- name3
- name4
- name5
- settings_name
- settings_method
- bomb_defused
- bomb_dropped
- bomb_exploded
- bomb_pickup
- flashbang_detonate
- hegrenade_detonate
- hostage_follows
- hostage_hurt
- hostage_killed
- hostage_rescued
- hostage_stops_following
- radio
- smokegrenade_detonate
- vip_escaped
- vip_killed
- vip_died

Values logged for Day of Defeat Source

- steamid
- sessions
- sessionstart
- time
- changename
- kills
- deaths

- teamkills
- teamkilled
- headshots
- lastseen
- falldamage
- hurt
- hurt_damage
- attacked
- attacked_damage
- jump
- jump_startpos
- team_1_time
- team_2_time
- team_3_time
- teamchange_time
- current_team
- win
- lose
- rounds
- ban
- name1
- name2
- name3
- name4
- name5
- settings_name
- settings_method
- dod_sniper
- dod_rifleman
- dod_assault
- dod_support
- dod_rocket
- dod_mg
- dod_blocks

Values logged for GunGame

- gg_level
- gg_win

Values logged for ExtendedEvents

- money
- jump_distance
- jump_longest

Values logged for Warcraft Source

- wcs_ultimates_used
- wcs_abilities_used

Installation

To install eXtended Stats you have to install the EventScripts plugin by Mattie first. Note that this addon requires the latest version (2.x) of EventScripts.

Next you need to download the eXtended Stats addon from the EventScripts Addon Manager website. Unzip the archive and open the file staticConfiguration.py with the text editor of your choice. Edit this file to your needs and save the changes. You may also want to edit extendedstats.cfg, but this can be done through the server console as well. Now upload the addon to your gameserver.

Add the following line to your autoexec.cfg on your gameserver:

```
es_load extendedstats
```

If you're using one or several of the following addons, make sure to put the line **after** the es_load lines of those addons: GunGame, ExtendedEvents, Warcraft:Source.

Restart your server. The installation should now be complete.

Static Configuration

The file staticConfiguration.py is used to define some runtime configuration variables for eXtended Stats. Changes to this file will only take effect after a server restart and cannot be changed in the server console!

Python Types

Note that this is a python file, therefore you have to use correct python types for the configuration. Here a short overview:

- Strings: Anything between quotation marks. Examples:
  - "This is a string": Valid
  - 'This is a string': Valid
  - 'This isn't a string' : Invalid. The string is closed after the isn.
  - "This is a string, isn't it?": Valid
  - 'This is a string, isn\'t it?': Valid
- Integers: Numbers. Examples:
  - 1: Is a integer
  - 2.5: Is not an integer, it's a float
  - -4: Is a integer
- Floats: Numbers with floating points. Examples:
  - 1.5: Is a float
  - -51.242: Is a float
  - 15: Is not a float, but will work as well
- Lists: Lists... Examples:
  - ['this','is','a','list','of','strings']: A list of strings
  - [1,2,3,4,5]: A list of integers
- Boolean: True or False, with no quotation marks. Examples:
  - True
  - False

The Configuration Variables

allAddons

Type: Boolean
Default: True
Description: If True, all addons will be loaded, if False, only addons in *addonList* will be loaded. Note that default will always be loaded!

addonList

Type: List of strings
Default: [ ] (empty list)

Description: Filter for addon loading if *allAddons* is False. Note that addons which require another ES-addon will not be loaded if the ES-addon is not loaded before eXtended Stats.
Note: The addon names are the filenames of the files in /extendedstats/addons/ without the file extension. (Example: extendedevents)

allPackages

Type: Boolean
Default: True
Description: If True, all method packages will be loaded, if False, only packages in *packageList* will be loaded.

packageList

Type: List of strings
Default: [ ] (empty list)
Description: Filter of packages to load if *allPackages* is False.
Note: The package names are the filenames of the files in /extendedstats/methods/ without the file extension. (Example: standard)

allMethods

Type: Boolean
Default: True
Description: If True, all methods from the loaded packages will be loaded. If False, only the chosen methods in *methodList* will be loaded.

methodList

Type: List of strings
Default: [ ] (empty list)
Description: Filter of methods to be loaded from loaded packages.
Note: You can only load methods from packages loaded! So either set *allPackages* True or put the package your method is in into *packageList*.

say_command_prefix

Type: String
Default: '!'
Description: Prefix for the say commands. If you want to have none, just write '' (two single quotation marks).

command_rank

Type: String

Default: 'rank'
Description: Name of the command for to display the rank to a user.

command_methods

Type: String
Default: 'methods'
Description: Name of the command to show the list of methods to a user

command_statsme

Type: String
Default: 'statsme'
Description: Name of the command to show the statistics to a user.

command_help

Type: String
Default: 'help'
Description: Name of the command to get help.

command_settings

Type: String
Default: 'settings'
Description: Name of the command for users to change their settings.

command_top

Type: String
Default: 'top'
Description: Name of the command for the topX (example: top10) command.

command_commands

Type: String
Default: 'commands'
Description: Name of the command to display a list of commands to the user.

command_gungame_ggwon

Type: String
Default: 'ggwon'
Description: Name of the command to display the amount of rounds a user won in GunGame. (Requires GunGame)

command_weaponstats_weaponstats

Type: string
Default: 'weaponstats'
Description: Name of the command to show weaponstats to a user

Note: Requires weaponstats addon to be loaded
Note: Benefits from ExtendedEvents

settings_menu_resend

Type: Boolean
Default: True
Description: If True, the settings menu will be resend after a user has made a choice.

default_top_x

Type: Integer
Default: 5
Description: Default amount of players to show in the toplist if someone uses !top instead of !topX (where X is an integer)

debug

Type: Boolean
Default: True
Description: If True, errors will be logged to log.txt

Dynamic Configuration

The file extendedstats.cfg is used for a dynamic configuration of eXtended Stats. You can change it's values either in the file or in the server console. To use the server console prefix the variables with xs_.

The file layout is as follows:
variable = value

The Configuration Variables

default_method

Default: kdr
Description: Your default method. It absolutely **must** be an existing method!

debuglevel

Default: 1
Description: The higher this is, the less console spam you will get.

statsme_methods

Default: kdr;kills;deaths
Description: List of methods to be included in statsme.
Note: If you change this in server console you must put the value into double-quotation marks!
Note: The list can be delimited by semi-colons or commas (don't mix them though)

auto_prune_enabled

Default: 0
Description: 0 means the addon auto_prune is disabled, 1 means it enabled. Auto_prune addon must be loaded to use this variable.

auto_prune_limit

Default: 30d
Description: Time Limit for users to be pruned by auto_prune. Auto_prune addon must be loaded to use this variable.
Note: The value is an Integer followed by either d (for days), w (for weeks) or m (for months)

extendedevents_notify_longestjump

Default: 1
Description: 1 Means players get notified in chat if they made a new longest jump, 0 means they don't. Requires extendedevents addon to be loaded.

extendedevents_notify_longestjump_all

Default: 0
Description: Requires *extenededevents_notify_longestjump* to be 1. If 1 all players get notified if a player makes a new longest jump. Otherwise only the player who did the jump is notified.

Writing Addons

To be written...

Writing Methods

To be written...

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