

Ryzom - Feature # 1378

Status:	Assigned	Priority:	Normal
Author:	sfb	Category:	Client: General
Created:	10/18/2011	Assignee:	sfb
Updated:	05/11/2012	Due date:	
Subject:	WebIG Reference Implementation		
Description	<p>We should implement a reference implementation of the WebIG server-side PHP installation to demonstrate how to create new WebIG apps. It would be nice if it was an app like 'news' but any test application (e.g. "hello world") would be sufficient to demonstrate the system for projects.</p>		

History

#1 - 10/21/2011 05:03 pm - nimetu

I posted my findings to <https://github.com/nimetu/webig>

It has ingame auth with authkey, outgame auth with char+password, reading character and guild data from shard binary files.

#2 - 12/06/2011 10:33 pm - sfb

- Category set to Client: General
- Status changed from New to Assigned
- Assignee set to sfb

nimetu,

Is this a fully functioning reference implementation? Can you provide some documentation on how we go about utilizing it in a shard? And would you mind if we merged it into the Ryzom Core Hg?

Thank you!!

#3 - 03/22/2012 09:59 pm - sfb

- Status changed from Assigned to Resolved
- % Done changed from 0 to 100

Applied in changeset commit:70be64584ea9.

#4 - 03/23/2012 07:40 am - nimetu

Sorry, it seems I forgot to add this in to watch list.

sfb wrote:

| And would you mind if we merged it into the Ryzom Core Hg?

Yes, adding it to Ryzom Core Hg is fine.

#5 - 05/11/2012 04:35 pm - sfb

- *Status changed from Resolved to Assigned*

- *Target version changed from Version 0.10.0 to Version 0.9.0*

We need to back this out as the full WebIG is now released.