



Short description

If you run a COD2 gameserver and need statistics for your website, [cod2parser](#) help you create those. It takes your `games_mp.log` (found in the main folder of your cod2 game) and creates a `html` file from it with following statistics. Besides that, you have some advanced options like: Download the `games_mp.log` from a FTP server; combine playernames; choose the medals you want shown.

Stats per player

- Number of Kills
- Number of times Killed
- Number of games played
- Number of Kills per game
- Ratio of Kills/Killed

On top of these stats you can set [cod2parser](#) to show medals.

The medals

- #1 Killer
- #1 Headshooter
- #1 Shot in the head
- #1 Target
- #1 Killer using TNT (if you use the Admiral Mod)
- #1 Killer using Grenades
- #1 Suicide Dude

Ok, let's set is up!

First off.. the [cod2parser](#) come in one zip file. Included is the [cod2parser.exe](#) and a `head.html` and `foot.html` and finally an image folder.

If you want [cod2parser](#) to create a full `html` file that can be used directly into your webpage, I suggest you take a look at the `head.html` and `foot.html` and change them to fit your needs and to make it match your website.

If you just want the statistics code, remove the `head.html` and `foot.html`.

Just copy the images in the image folder in the same folder as your final `html` will be.

Simply unzip the archive to a folder of your choice and installation is done.

Quick testrun

1. Copy the `games_mp.log` into the just created folder of [cod2parser](#).
2. Run [cod2parser](#).
3. Press the **ALL** button. (or first press **Load**, then **Parse**, then **HTML** and then **SAVE**)

That's it.. [Cod2Parser](#) will start working and will popup a Save requester where you can choose a map and filename. Choose your destination folder and for a filename choose e.g. `stats.html`. When saved, close [cod2parser](#), go to the destination folder and open up `stats.html` in you browser to see the stats.



Finetune your statistics

OK.. you should have seen your first statistics by now. Most likely you will have seen a player that has logged in to your server using different names. To create statistics that are accurate, you probably want all the various names the player has used to be combined under one name. For this to work you start [cod2parser](#) (with all the necessary action you did before) and check the **Let me Join Names** checkbox.

Now press **LOAD**, then press **PARSE**. Now, after you press **HTML** it will popup a new window. Ok, it doesn't look like much, but eh ;-). Now lets say we have a player that has used the names: player1, player2 and player3. In the left box with all the names, choose one of the three names this player has used. This will be the name the statistics will finally show. In the right box, choose (using <shift> and/or <ctrl>) the three names of the player. Now press **JOIN NAMES**. A popup will appear telling you the names have been joined. Press OK.

Now repeat this process if you have other player that have used more names. When you are done, uncheck the **Let me Join Names** checkbox again. If you now press **HTML** it will continue creating the stats with the correct names.

More options

If you are not running the COD2 server, but you need are the one creating the statistics, because e.g. you run the CLAN webpage, you can do following.

The person running the COD2 server should setup an FTP server if he hasn't already setup one. He should make an account for you, so you can login and the account should point directly to his COD2 main folder. In other words.. if you login, you entryfolder should be the COD2 main folder.

If this is setup, you can run [cod2parser](#) and click somewhere in the window using you right mousebutton. This will give you a popup menu. Choose **Setup**.

On the new window on the left side, you can fill in the details of your ftp account. Username & Password and of course the ftp adress of the ftp server setup by the person running the COD2 server. The Filename should be **OK**, unless you have a certain MOD running that keeps a new log. (e.g. the Admiral Mod uses: admiral_mp.log).

When all is filled in, choose **Save settings**.

Back on the main screen you use the right mousebutton again to envoke the popup menu. The option **Get Log FTP server** is now enabled. Before choosing this, make sure your old games_mp.log is removed from the [cod2parser](#) folder. This will allow [cod2parser](#) to fully download the games_mp.log. The second time you use the **Get Log FTP server**, it will only download the updates to the games_mp.log, not the entire log. This save lot's of time and bandwidth.

Now you can do the normal process again of creating the stats.

Even more options

Finally. From the Setup menu, you can also define a default save path. If filled in (use the browse button) you can check the Default Save checkbox on the mainscreen, after creating the stats and click the **SAVE** button, will save an *index.html* to the path provided.