galaxyutils

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CHAPTER

ONE

CONFIG PARSER

1.1 Overview

This particular file allows for the use of a configuration file for a plugin (known as config.cfg), which is created from a default configuration file (known as default_config.cfg).

These configuration files have the following format:

- Lines beginning with # are comments, and are not interpreted by the underlying parser. These can be used to inform users about an option's default value, allowed values, and purpose.
- Lines beginning with ## are default-only comments, meaning that they will not be copied from default_config.cfg into config.cfg when creating a duplicated configuration file. These can be used to discourage users from editing the default_config.cfg file, among other reasons.
- Lines not preceded by a # or a ## are interpreted to have both an option's name and its value, separated by an assignment operator (=).

Here is an example of a valid default_config.cfg file:

```
## DO NOT EDIT OR DELETE THIS FILE! If you need to make changes, then copy this file, save it as "config.cfg" in the
## plugin root directory, and edit that file instead!

log_sensitive_data=False
# Default Value: False
# Allowed Values:
# - True
# - False
# If set to true, this setting will add sensitive information to the log file.
spenerated by this plugin. Since this
# information can compromise the security of your account, this setting is best left.
spenerated to the plugin of the plugin.
```

Within a plugin (preferably in a file designated to constants, like consts.py), the defined setting can then be accessed like this:

```
CONFIG_OPTIONS = get_config_options([
     Option(option_name="log_sensitive_data")
])

LOG_SENSITIVE_DATA = CONFIG_OPTIONS["log_sensitive_data"]
```

For more details regarding accessing the user's defined configuration settings, see the documentation below.

1.2 Documentation

CHAPTER

TWO

TIME_TRACKER

2.1 Overview

This particular file allows for the creation of a TimeTracker object, which contains methods that allow an integration developer to keep track of the user's play time for games in their library.

It is the developer's responsibility to do the following:

• Store the user's play time cache for another session. A good implementation for doing so is to both save the play time cache to the persistent_cache and to write it locally to a file on the user's disk. This ensures that the user's play time is safe if the persistent_cache is erased (i.e., the user loses authentication). An example is shown below.

```
async def shutdown(self):
    if self.game_time_cache: # Do not overwrite the file if the cache is empty. This...
⇒prevents accidentally erasing
                              # the user's previous game time cache and resetting.
→their play time.
        file = open("PlayTimeCache.txt", "w+")
        # Consider informing the user to not modify the game time cache file.
        file.write("# DO NOT EDIT THIS FILE\n")
        file.write(self.game_time_tracker.get_time_cache_hex())
        file.close()
    await self._http_client.close()
   await super().shutdown()
def game_times_import_complete(self):
    self.game_time_cache = self.game_time_tracker.get_time_cache()
    self.persistent_cache["game_time_cache"] = self.game_time_tracker.get_time_cache_
→hex()
    self.push_cache()
```

• Retrieve the user's play time cache from the previous session. Supposing that the cache was saved according to the previous example, a good implementation would be to retrieve it from the persistent_cache if possible, and then fall back to the locally stored file if it cannot be found there. In general, it is best to use a locally stored file to retrieve the game time cache only if all other methods fail. An example is shown below.

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2.2 Documentation

This module contains some utilities that Galaxy 2.0 plugin developers may find useful. The utilities are designed to be platform- and operating system-independent.

CHAPTER

THREE

FEATURES

Currently, the features of this module include the following:

- Internal Play Time Tracker (time_tracker.py): Keep track of a user's play time for each game manually, and save it locally to the user's disk.
- Configuration File Support (config_parser.py): Create and utilize a customized config.cfg file, which can contain settings that users and developers can alter to affect how a plugin functions.