Subject: Download file control Posted by ljkbrost on Wed, 26 Jul 2006 05:53:07 GMT View Forum Message <> Reply to Message

Working with the framework I have created the support for downloading a file from the system without exposing the location of the file.

I have created a std.filedownload1.inc that will download a single file based on the the selection passed in from the previous screen. The system checks that the selected record exists and then expects the cm_post_getData class to add the following keys.

download_filename - The absolute path to the file download_filetype - The mime type of the file being downloaded download_mode - [inline|attachment] if the mode is 'inline' the file is opened in the current browser. If the file is attachment it causes the browser to pop-up an attachment save-as screen.

After getting the download_* fields it verifies the information and then spools the file to the client. After spooling the file it calls the updateRecord to inform the caller that it is complete. The update process is wrapped in a transaction to ensure that if the upload fails the update is rolled back (transaction code currently commented out).

Example:

The following function are in the class file that needs to support the downloading of files. The _cm_post_getData(...) adds the required download_* fields and the _cm_pre_updateRecord(...) updates a field to record the date the file was downloaded.

```
}
  return $rowdata;
 }
function _cm_pre_updateRecord ($rowdata)
 // perform custom processing before database record is updated.
 // errors are added to $this->errors.
  if(strstr($_SERVER['PHP_SELF'],"report_download2.php"))
   for($theIndex=0;$theIndex<sizeof($rowdata);$theIndex++)</pre>
    $rowdata[$theIndex]['report_download'] = strftime("%Y-%m-%d", mktime());
  return $rowdata;
 } // _cm_pre_updateRecord
report_download2.php (the control file):
<?php
$table_id = "report";
require_once "std.filedownload1.inc";
?>
std.filedownload1.inc (attached)
```

File Attachments

1) std.filedownload1.inc, downloaded 1696 times