Hey guys,

I'm having a little trouble trying to come up with the most efficient way of creating a PHP script to store information given to it, make it easy to display in formatted HTML, and eventually make the stored information expire and delete after xx seconds.

The situation is, I have made custom Minecraft Classic server software, and it uses a 'heartbeat' system to update a few global server lists. These are basically URL's formatted in a way that variables given in the URL are stored as variables in the script, and can be used later.

The URL sent looks a little something like this:
http://hawkserv.co.uk/heartbeat.php?port=25565&max=32&name=My%20Server&public=True&version=7&salt=wo6kVAHjxoJcInKx&users=0
Submitting that URL works fine, and I've set the script to display a page where the data is formatted in a table and displayed, and this would work well for just one server, however there will be multiple servers pinging this script every 45 seconds.

My goal is to create a script that takes the information from URL's formatted as above, and stores the information so it an be used when a user navigates to a HTML page. This script must be able to store multiple arrays from multiple server submissions for them to be displayed as a list. The script must also delete arrays that are not updated after xx seconds, to prevent overflows and collisions. D:

My knowledge in PHP is basic at best, and although help would be great, I'm looking more into the way it can best be done.

Any help would be greatly appreciated, and names will be credited.

Thanks,

Zion