

Articles version 0.04 released - Modules

NEWS_PDF_AUTHOR: AndyM

NEWS_PDF_DATE: 2003/12/31 17:54:38

Version 0.04 of Articles has been released and is now also available in a Zip archive as well as the tar.gz version. The most significant change in this version is the addition of the Xoops comments system.

Please see [its download site](#) to download current and older versions.

Articles v0.04:

=====

- o Changed font on admin icon to the same as used on Xoops' icons (bit3).
- o Added "Pencil" to the logo.
- o Changed module description to reflect current name.
- + Implemented comments.
- + Added category names in article listing - due to space limitations, the category ID is shown, but a "tooltip" system is used to show the category name. I have used "AltText" by Brian Gosselin of <http://www.scriptasylum.com>
- + Hard-coded article background colour to prevent article text being "washed out" by theme background colours. The background colour will eventually be a preferences option, but for now it can be changed in the "article_item.html" template.

Version 0.04 of Articles has been released and is now also available in a Zip archive as well as the tar.gz version. The most significant change in this version is the addition of the Xoops comments system.

Please see [its download site](#) to download current and older versions.

Articles v0.04:

=====

- o Changed font on admin icon to the same as used on Xoops' icons (bit3).
- o Added "Pencil" to the logo.
- o Changed module description to reflect current name.
- + Implemented comments.
- + Added category names in article listing - due to space limitations, the category ID is shown, but a "tooltip" system is used to show the category name. I have used "AltText" by Brian Gosselin of <http://www.scriptasylum.com>
- + Hard-coded article background colour to prevent article text being "washed out" by theme background colours. The background colour will eventually be a preferences option, but for now it can be changed in the "article_item.html" template.