
Social Media quick tutorial for XOOPS - Hacks

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First of all, you are more than welcome to use any of this, most of what I've done was pieced together from my own bug/debug process. I use everything here on my news website at <http://kbkw.com> I think I included everything, but please feel free to contact me if you have questions. This could all be seen as continuation of this article at <https://xoops.org/modules/news/article.php?storyid=6044> META I add the following to my Meta tags (In the template)

I add some If/Then statements that will populate other facebook values IF we're viewing a story. (IF the story.hits variable is empty then we're not viewing an article)

Same as above, but for the debaser module

This uses news 1.65's "Select a picture to attach to the news"

then from here down we populate variables for the "rest of the pages," and close out our IF statement

lastly I add keywords because facebook pulls this meta before it's own for some reason..

TEMPLATES Now in the news_item.html template I add a check for the proper topic:

Followed by my "social bar"

Pin It

Pin It

By adding this in the news_item template instead of _article, You see the social icons at the bottom of every story when viewing the entire topic - and the links track through to the stories, so you could "like" every story on a page with a few clicks. ****Note:** Pinterest requires this additional js at the top of the page (I put mine in both news_index.html and news_article.html

```
(function() {  
  window.PinIt = window.PinIt || { loaded:false };  
  if (window.PinIt.loaded) return;  
  window.PinIt.loaded = true;  
  function async_load(){  
    var s = document.createElement("script");  
    s.type = "text/javascript";  
    s.async = true;  
    if (window.location.protocol == "https:")  
      s.src = "https://assets.pinterest.com/js/pinit.js";  
    else  
      s.src = "http://assets.pinterest.com/js/pinit.js";  
    var x = document.getElementsByTagName("script")[0];  
    x.parentNode.insertBefore(s, x);  
  }  
  if (window.attachEvent)  
    window.attachEvent("onload", async_load);  
  else  
    window.addEventListener("load", async_load, false);  
})();
```

Finally, I add the following code near the bottom of the news_article.html template for the "Chat" plugin from facebook