
Subject: Announcing...

Posted by [jnz](#) on Sun, 26 Nov 2006 22:24:09 GMT

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<http://www.gamemodding.co.uk> - it started about 5 hours ago, im still trying to learn css...

im going to use it for the SBot, Seye etc and any mods i can find.

Subject: Re: Announcing...

Posted by [cheesesoda](#) on Sun, 26 Nov 2006 22:42:17 GMT

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Hint: Make your CSS file a CSS (.css) file.

Subject: Re: Announcing...

Posted by [jnz](#) on Sun, 26 Nov 2006 23:02:57 GMT

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it has to be php, the server wont parse php in it otherwise.

Subject: Re: Announcing...

Posted by [Goztow](#) on Sun, 26 Nov 2006 23:06:01 GMT

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I wouldn't have announced it yet if I were you...

Subject: Re: Announcing...

Posted by [Creed3020](#) on Sun, 26 Nov 2006 23:08:56 GMT

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Goztow wrote on Sun, 26 November 2006 18:06 I wouldn't have announced it yet if I were you...

I definatly said the same thing myself.

You should put a lot more work into whatever you wish this site to be then let us know about it.

Subject: Re: Announcing...

Posted by [jnz](#) on Sun, 26 Nov 2006 23:12:57 GMT

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i wouldnt of ether. but, i need content. and i thought that if anyone wants to host any mod files they could there.

plus, i wouldnt want to spend days on this to find the site has a poor layout. im no web designer and i want peoples negative/positive views.

Subject: Re: Announcing...

Posted by [danpaul88](#) on Sun, 26 Nov 2006 23:30:57 GMT

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Change link colour

Add a layout

umm... add a website?

Sorry, but it really is way to early to be announcing this. If you want files to host you could have just posted to ask if anyone needed hosting for a new web project you are working on or something.

If you want a PHP template management system you are more than welcome to use the one I created, which is a kind of hybrid of what I considered the best parts of phpBB forum templates and IPB forum templates, but all the code is my own. (Linky). It just means you can setup your templates separate to your pages, and use common templates in multiple scripts.

Subject: Re: Announcing...

Posted by [jnz](#) on Sun, 26 Nov 2006 23:43:38 GMT

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i like the template, but, im not using tamplates at all on the site.

i admit it, you all defeted me...it was early. but meh...you should all know me by now to do stupid things

im starting on engine coding and content tomarrow, now that i finally figured out how to line to divs horizontaly. if i had it my way, i would be using tables and css just to set the colors. but web 2.0 is comming in and the <table> tag will probably become deralict.

Subject: Re: Announcing...
Posted by [xptek](#) on Sun, 26 Nov 2006 23:48:45 GMT
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Good luck.

Check <http://openwebdesign.org> for some decent layout ideas.

Subject: Re: Announcing...
Posted by [jnz](#) on Mon, 27 Nov 2006 00:03:06 GMT
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thanks for the links, i have been looking at a lot of sites and mixing layouts around.

Subject: Re: Announcing...
Posted by [light](#) on Mon, 27 Nov 2006 01:11:38 GMT
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help-linux wrote on Mon, 27 November 2006 12:02it has to be php, the server wont parse php in it otherwise.

CSS doesn't need to be parsed, it only need to be interpreted by the browser.

If you make the document a .css it should work fine.

Oh, check out OSWD too: <http://www.oswd.org/> they have very pretty templates.

Subject: Re: Announcing...
Posted by [icedog90](#) on Mon, 27 Nov 2006 05:25:32 GMT
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Welcome back Creed.

Subject: Re: Announcing...
Posted by [jnz](#) on Mon, 27 Nov 2006 09:35:56 GMT
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light wrote on Mon, 27 November 2006 01:11help-linux wrote on Mon, 27 November 2006 12:02it has to be php, the server wont parse php in it otherwise.

CSS doesn't need to be parsed, it only need to be interpreted by the browser.

If you make the document a .css it should work fine.

Oh, check out OSWD too: <http://www.oswd.org/> they have very pretty templates.

you are not getting me, i want to make the values change depending on what php decides to do. if you look at daniels games and sign up to that you will see what i mean.

Subject: Re: Announcing...

Posted by [futura83](#) on Mon, 27 Nov 2006 22:52:49 GMT

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basically, he wants it so a user can change the style they see without having to have multiple .css files.

Subject: Re: Announcing...

Posted by [light](#) on Mon, 27 Nov 2006 23:26:34 GMT

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You want multiple css files though, it makes it easier to organise multiple views.

I use multiple stylesheets and a php stylesheet switcher which sets a cookie.

Subject: Re: Announcing...

Posted by [danpaul88](#) on Mon, 27 Nov 2006 23:30:43 GMT

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```
if ( $chosenSkin == 1 )
{
**load css file for skin 1**
}
else if ( $chosenSkin == 2 )
{
**load css file for skin 2**
}
etc, etc, etc
```

The templates system I linked to before supports multiple skins with completely different templates.

Subject: Re: Announcing...

Posted by [jnz](#) on Tue, 28 Nov 2006 00:07:03 GMT

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that is the best and proper way, but the bad thing is...im to ignorent. in php i use an array, forground, text, text size etc... i just prefer putting everytrhing in one file rather than a few. not only that, i want some of the simple forground colors to change on different sections. so instead of createing a new file just change a small bit of an old one.

but i dunno yet, i may just create a load of css files.

i am having massive problems with css and positioning, so i have resorted to tables although i use css for colours and font sizes.

btw: i am actully admitting that i am ignorernt, not suggesting you are calling me it...i couldnt find a way of saying it without a hint of sarcasm.

Subject: Re: Announcing...
Posted by [Goztow](#) on Tue, 28 Nov 2006 07:59:54 GMT
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You are ignorant .

I use tables: always liked them! Div's gave me nothing but trouble with FF (ask danpaul, he remembers...).

Subject: Re: Announcing...
Posted by [light](#) on Tue, 28 Nov 2006 08:22:34 GMT
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Divs work fine if you use them properly.

This means a proper DOCTYPE (so the browser knows the rules to follow) and valid HTML or XHTML markup. If you write crappy code you won't be able to position properly.

Subject: Re: Announcing...
Posted by [jnz](#) on Tue, 28 Nov 2006 09:17:52 GMT
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could someone help me with stuff like that? getting the site to W3C standard. my pages will work well in most browsers, but W3C hates them.

Subject: Re: Announcing...
Posted by [Goztow](#) on Tue, 28 Nov 2006 09:26:45 GMT

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light wrote on Tue, 28 November 2006 09:22 Divs work fine if you use them properly.

This means a proper DOCTYPE (so the browser knows the rules to follow) and valid HTML or XHTML markup. If you write crappy code you won't be able to position properly. Let's not restart this discussion, plz.

Subject: Re: Announcing...

Posted by [danpaul88](#) on Tue, 28 Nov 2006 10:01:23 GMT

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I do remember telling you to use doctypes gozy

I use mainly tables, but I have no problem using divs where nessicary, since they do work fine in FF if you write standards compliant html.

Anyway, back on topic, perhaps you could start hosting renegade fanmaps on there? Thats a good start for your content.

Subject: Re: Announcing...

Posted by [jnz](#) on Tue, 28 Nov 2006 12:16:48 GMT

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sounds like a good idea, im hosting SBot and Seye on there already.

Subject: Re: Announcing...

Posted by [light](#) on Tue, 28 Nov 2006 21:45:22 GMT

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help-linux wrote on Tue, 28 November 2006 22:17 could someone help me with stuff like that? getting the site to W3C standard. my pages will work well in most browsers, but W3C hates them. Sure, find me on IRC: ltroush.zapto.org #dev and i'll help you out.

Subject: Re: Announcing...

Posted by [jnz](#) on Wed, 29 Nov 2006 00:16:02 GMT

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light wrote on Tue, 28 November 2006 21:45 help-linux wrote on Tue, 28 November 2006 22:17 could someone help me with stuff like that? getting the site to W3C standard. my pages will work well in most browsers, but W3C hates them.

Sure, find me on IRC: ltroush.zapto.org #dev and i'll help you out.

thanks! im not really good with html, i just know what the tags are and mean.
