

modsCMS Handbook

by Meth0d, modsCMS Developer

<http://modscms.com>

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1. Introduction

Hello, thanks for buying modsCMS script.

This product was developed with great dedication, always seeking the excellence and satisfaction for our customers. Before we start, there are some things you need to know.

modsCMS is an advanced and lightweight content management system for a game mods website. Built with PHP and MySQL technologies, it has a simple but beautiful design and a complete administration system with many features. Easy to install and use, you will have no trouble creating and managing the website.

This Handbook will guide you through the features and it contains everything you should to know about modsCMS.

Good reading!

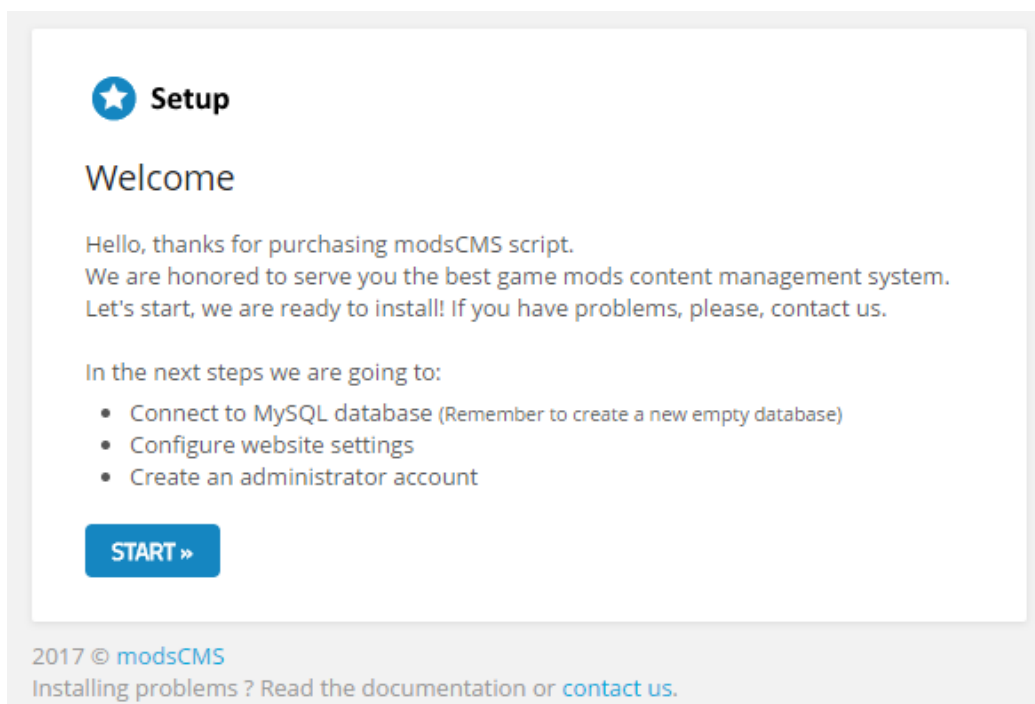
2. Installation

Requirements

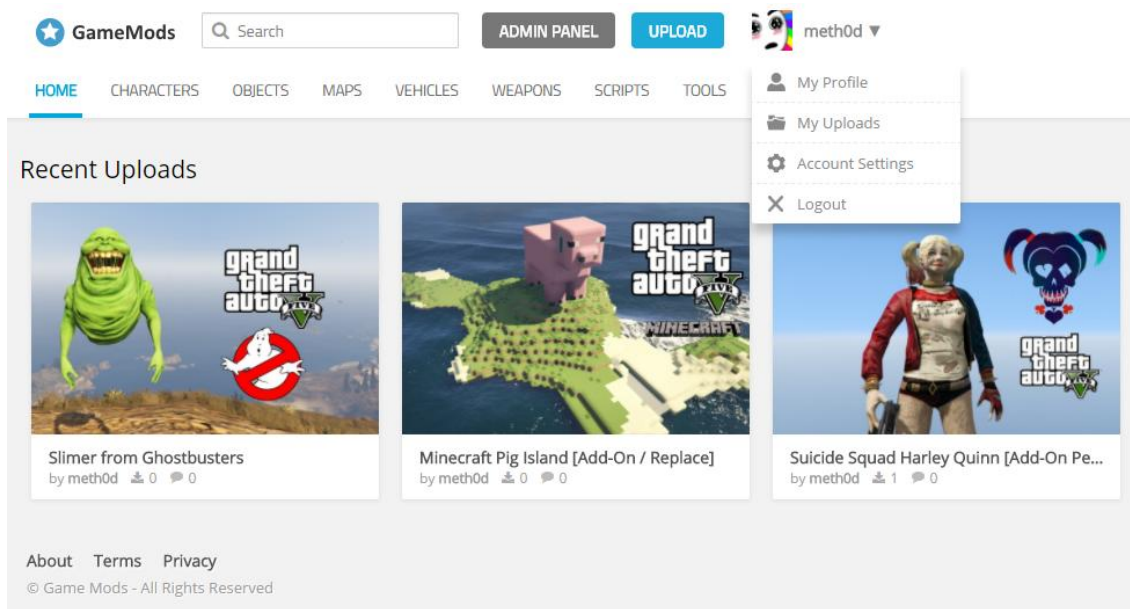
- Host/Server with PHP and MySQL support
- mod_rewrite enabled (.htaccess)
- Basic knowledge in phpmyadmin

To install modsCMS follow the steps below:

1. Using [Filezilla](#) or another FTP software, import the modsCMS script files from **www** folder to your host/server.
2. Create an empty database using your host mysql panel or phpmyadmin.
3. Run the installer with the URL: <http://mysite.com/setup>
4. This will open the script installation page.
5. There you will find the remaining steps to connect the site to the database, configure website settings and create the primary administrator account.
6. When the installation is completed, please, for security reasons rename the setup folder name (setup). This will avoid bad intentioned people to re-install the script again.



3. The Website



Website Top

Website top contains: website logo, search area, login/register links.

For online users they will also find: Upload button, view profile, view uploaded mods, account settings and logout links.

Administrators will see the [Admin Panel](#) button, next to Upload button.

Website Footer

Contains website legal credits, About Us, Terms of Use and Privacy Policy links.

The Search Area

Where users can search a mod. The minimum characters required is 4.

Just type a term and press enter button on your keyboard. The system searches keywords on all mod names/titles. For example: if you type 'Batman' this will find all mods related to 'Batman', like 'Batman Begins Skin', 'Batman Weapons'.

Categories

There are 8 defined mod categories, they are like that usually appear in more mods sites. It's not recommended to remove any category. See them below:

- Characters: uploads related to characters (skins, clothes, hair)
- Objects: uploads related to game props, objects, furniture
- Maps: uploads related to places, game areas, stages
- Vehicles: uploads related to cars, boats, helicopters, bikes, planes
- Weapons: uploads related to guns, bombs, knives
- Scripts: uploads related to game scripts, add-ons
- Tools: uploads related to software, plug-ins
- Misc: other kind of uploads that are not listed

Index

The homepage, this page will show the last mods uploaded to the website.

Upload Page

In this page, users can upload their own mods to the website. It's divided in 3 parts:

- Mod Information: user gives important information about the mod, like: name, version, category, author(s) and mod description (should include about the mod and installation process).
- Mod File: user upload the mod file.
(Supported file types: .ZIP, .RAR and .7ZIP)
- Mod Screenshots: some images of the mod working on the game.
(Supported file types: .JPG or .PNG)

The minimum of screenshots required is 1.

Screenshots limit and upload file size is set on administration panel, you can read about it in the next pages of this manual.

*In the page users will also find the **Upload Rules**, what they are allowed and not to upload.*

About Us, Terms of Use, Privacy Policy

Includes legal information about the website use and data collect.

You should edit pages HTML, files are located by default in path: **inc/tpl/**

File names: about.tpl, privacy.tpl and terms.tpl

User Profiles

Each registered user has a public profile on the website.

The URL for the profiles is in the format: <http://mysite.com/user/username>

The profile contains user information (avatar image, about me, location and personal website/blog) and also the latest uploaded mods by the user.

Administrators have a special 'Admin' tag on their profiles.

Login & Register

In login page, users can enter using username and password.

In order to register, users should enter username, email, password and repeat the password.

Some registration tips:

- Username must contain only alphanumeric values, with a minimum of 3 characters and a maximum of 20 characters.
- Password must have at least 6 characters and maximum 20.

Mod View Page

The page of the mod, where we can find everything about it (the name, the version, description, download, and much more). Including uploader avatar image and username. Mod statistics (upload date, last edition, number of downloads).

It contains a gallery where users can see some screenshots of the mod.

It also contains a comments section, where users can comment about it, ask for support, report a bug for the developer, and so forth.

Settings

- Account Settings: in this area, users can change their personal/profile information (about, website, location).
- Change Password: users can change their passwords in this area.
- Change Picture: users can change their profile picture here.

My Uploads & Mod Status

Users can see their uploaded mods, and also the current mod status.

There are 4 types of status:

- Pending: when user uploads a new mod to the website and is waiting administration approve.
- Rejected: when the uploaded mod is missing something or violate the upload rules. The administrator can write a reject reason that can be viewed by the uploader. In this case, the uploader have the chance to fix the problems and send the mod again.
- Pending(Resent): when user fix the problems from a rejected mod and send again, the administration team will review it again.
- Approved: if everything is fine, the mod should be approved by the administration team and will be visible in the website.

Uploads By

This page shows the mods uploaded by an user, the URL is in the format:

http://mysite.com/uploads_by/username

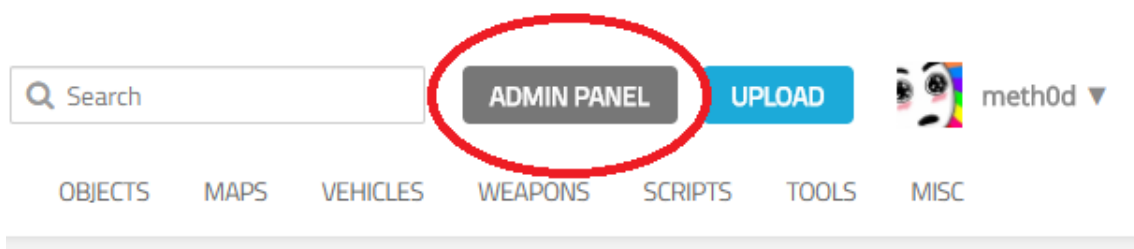
4. Administration Panel

The administration panel is where staff members control the whole site. Such as managing the mods, users, website settings and much more.

4.1 How to access the administration panel ?

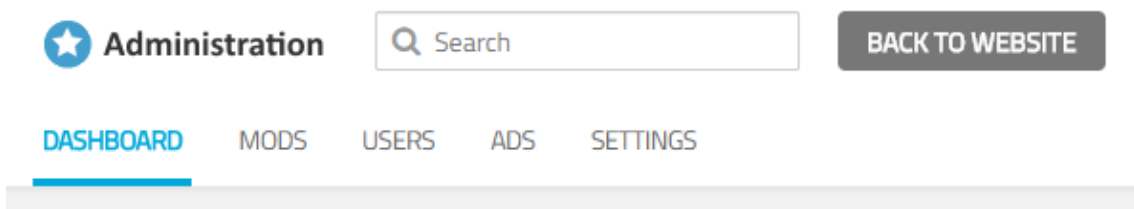
Once you have installed the script, you created an administration account. You should login normally in the website using the account username and password.

When you're logged in, you can see in website top the **ADMIN PANEL** button, near the Search box and the Upload button. See in the example below:



4.2 Understanding the Panel

The panel contains the following menus: Dashboard, Mods, Users, Ads (Advertisements) and Settings.



The search system works only for mods.

Using Back to Website button, you go to website's homepage.

Let's talk about the features of each menu.

- **Dashboard:** the main page of admin panel, there you can find some website statistics (script version, total number of users, mods, comments), a list of admin users and administrator notes. Do not put confidential information on administrator notes, it's just for memo.
- **Mods:** manage the uploaded mods to the website. You can view them by status (All Mods, Approved, Pending, Rejected, Resent, Last Edited). By clicking on an item you can edit it.
- **Users:** manage registered users. Click in one user to edit it.
- **Ads:** manage website advertisements codes, you can set it ON and OFF. There are 4 slots available: Adsense Page Level, 336x280, 300x250 and Responsive ad codes. You can also put *custom ads*, just use HTML tags.

Advertisements

Ads Enabled:

AdSense Page-Level Ad Code:

```
<script async
src="//pagead2.googlesyndication.com/pagead/js/adsby
google.js"></script>
<script>
(adsbygoogle = window.adsbygoogle || []).push({
```

This code will be included inside the head tag.

336x280 Ad Code:

```
<script async
src="//pagead2.googlesyndication.com/pagead/js/adsby
google.js"></script>
<ins class="adsbygoogle"
style="display:inline-block;width:336px;height:280px"
```

This ad will be shown on the mod item and download pages.

- **Settings:** manage website settings. There you can change website name, domain, meta description, meta keywords, site footer. Also set some limits, such as: number of mods and comments to load per page, max number of images to upload during mod upload, max file size upload and images max file size.
- The settings area also shows the **Server Upload Limit**, this is set by PHP ini's configuration file.

You may need to edit this configuration file to expand upload limits.

Search for parameter: **upload_max_filesize** in PHP's INI file.

Here it's an example:

Server Upload Limit

Current server file size upload limit is **11MB**.

If you need to set higher values, edit parameter **upload_max_filesize** in PHP's ini configuration file.

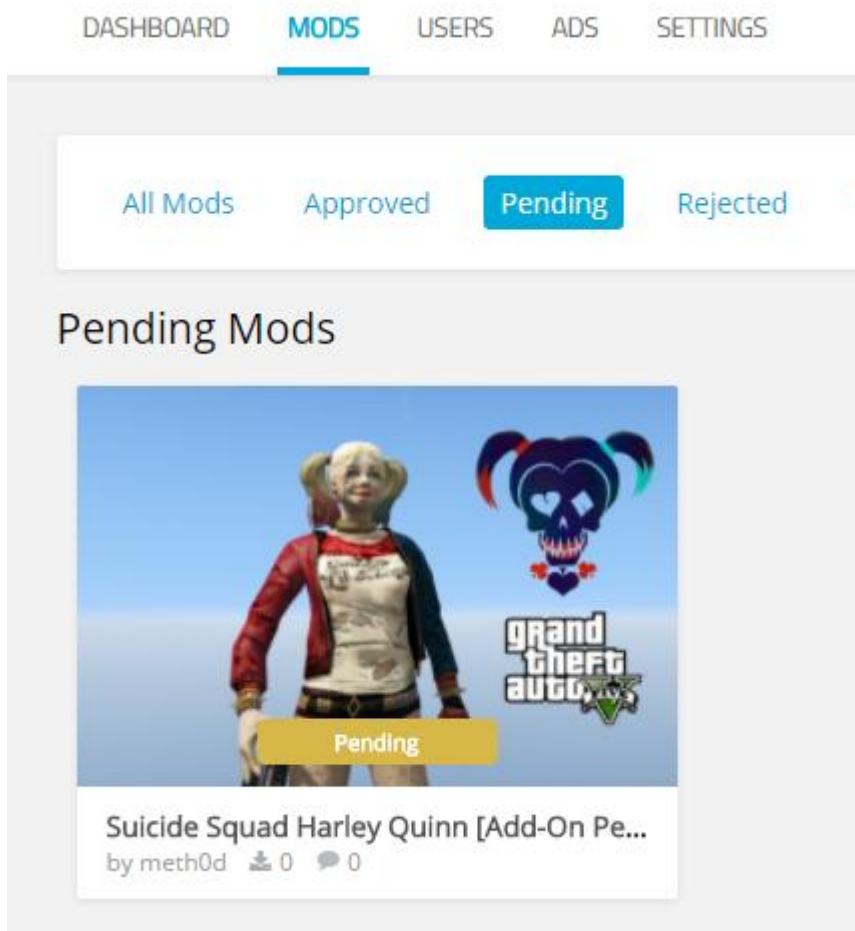
4.3 How to Manage Mods

Basically, uploaded mods should not violate the Upload Rules.

Encourage your users to create explanatory and good description texts.

Also, encourage them to keep mod information up to date.

When some user upload a mod, it will go to **Mods -> Pending** menu.

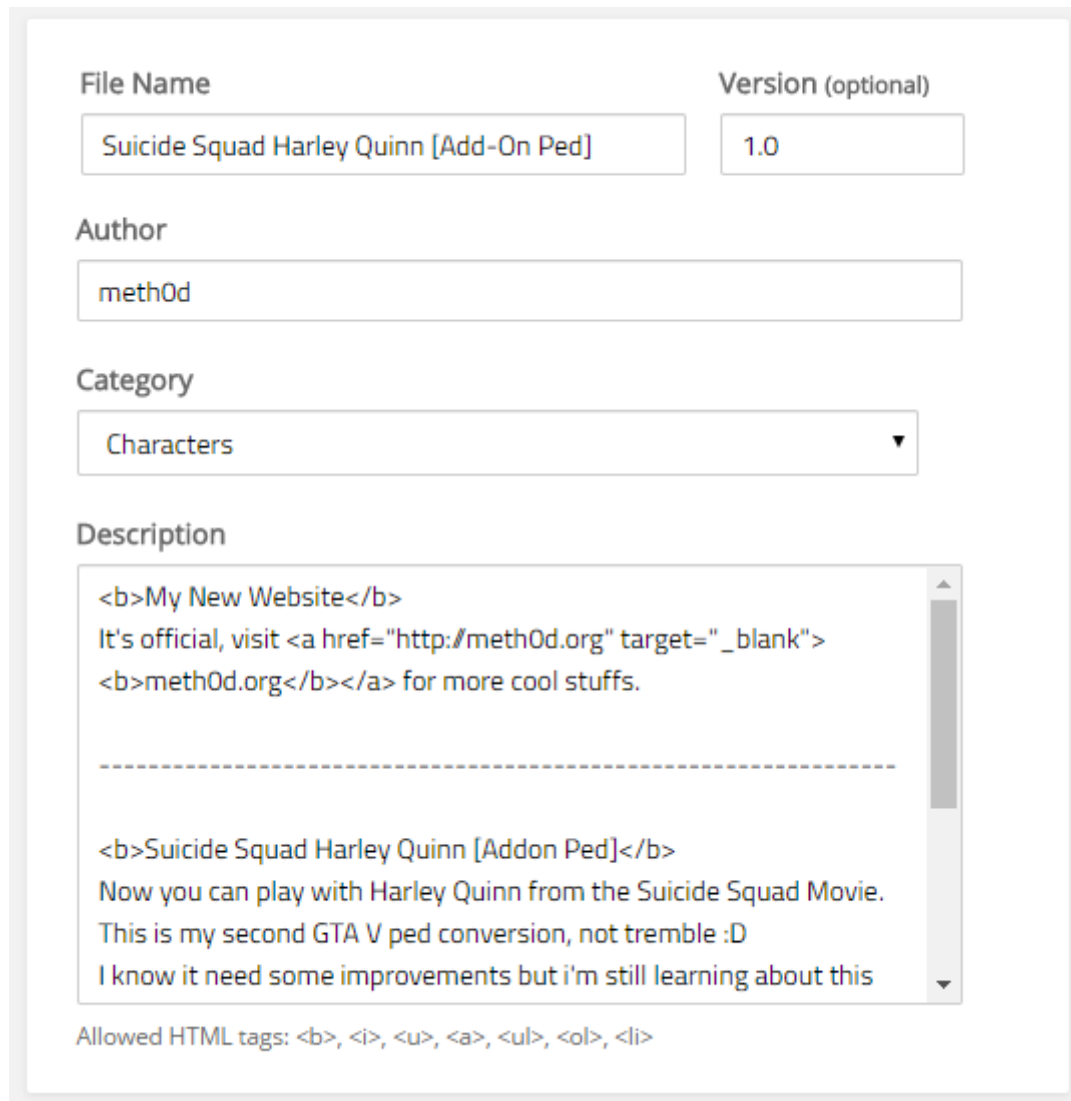


Click in one mod and it will open mod editor, with all information about it.

There you can view/edit mod data, such as:

- **Filename:** the name of the mod.
- **Author:** the people who created the mod.
- **Category:** the category of the mod (maps, characters, objects, misc...).
- **Description:** what the mod is about, installation process, requirements.

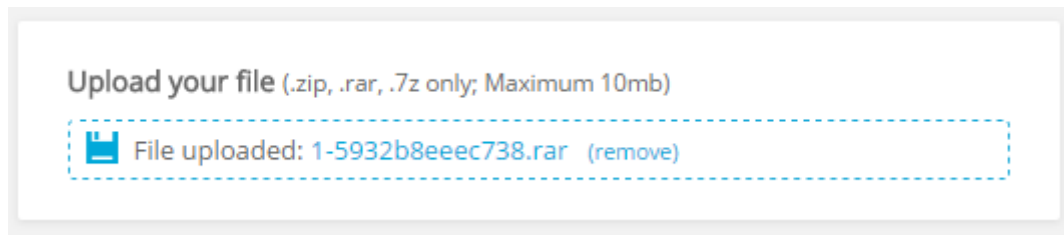
Some HTML tags are allowed (b, i, u, a, ul, ol, li).



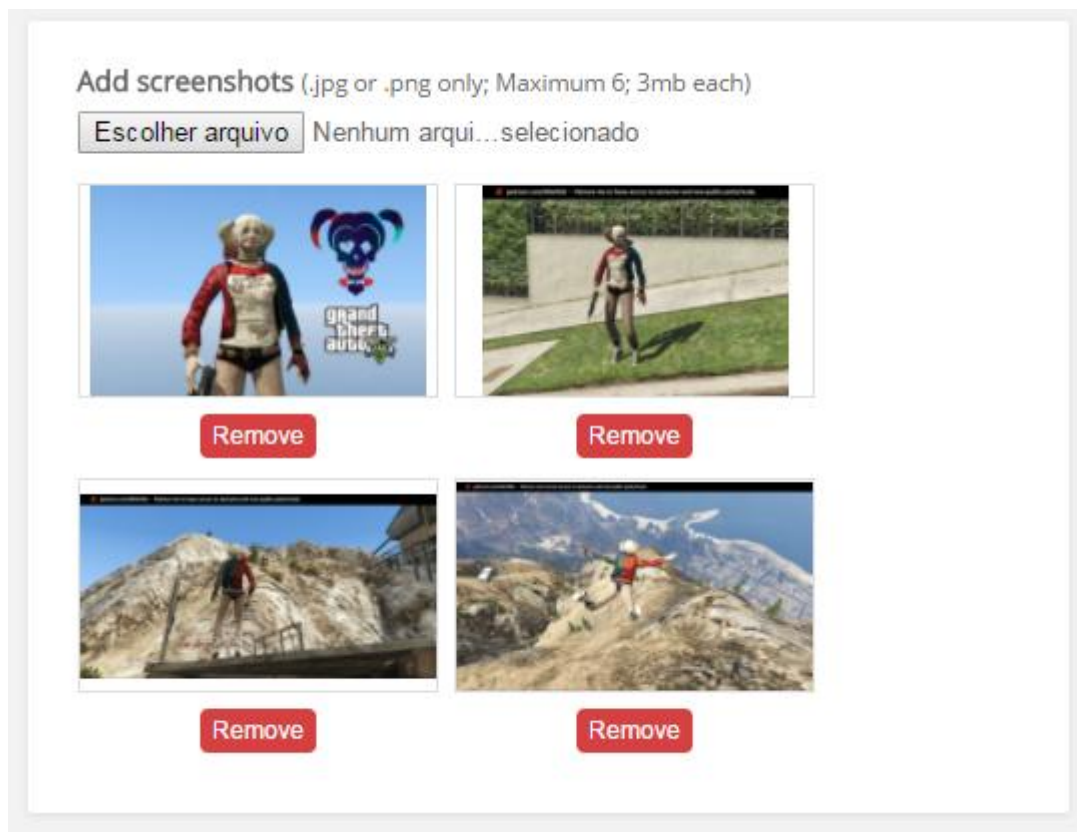
The screenshot shows a web-based mod editor interface. It contains several input fields and a text area. The 'File Name' field is labeled 'File Name' and contains the text 'Suicide Squad Harley Quinn [Add-On Ped]'. The 'Version (optional)' field is labeled 'Version (optional)' and contains the text '1.0'. The 'Author' field is labeled 'Author' and contains the text 'meth0d'. The 'Category' field is labeled 'Category' and has a dropdown menu with 'Characters' selected. The 'Description' field is labeled 'Description' and contains a text area with HTML tags. The text in the description field is:
My New Website
It's official, visit
meth0d.org for more cool stuffs.

Suicide Squad Harley Quinn [Addon Ped]
Now you can play with Harley Quinn from the Suicide Squad Movie.
This is my second GTA V ped conversion, not tremble :D
I know it need some improvements but i'm still learning about this
At the bottom of the description field, there is a list of allowed HTML tags: Allowed HTML tags: , <i>, <u>, <a>, , ,

- **Uploaded File:** you can see the File ID of the uploaded mod.
By clicking on file id you can download the mod and check if everything is ok with the files. It's also recommended to check if contains virus.



- **Screenshots Gallery:** manage uploaded screenshots, you can reorder images, upload more, remove images that violate rules.



- **Mod Settings:** only administrators can view/edit these settings.
Mod ID: view the unique ID of the mod. (You can't change it).
Mod Status: set the visibility/status of the mod
(Pending/Rejected/Resent/Approved).

Mod SEO: friendly URL of the mod, it's generated automatically when user upload the mod. It is recommended not to touch this URL to avoid duplicity, but if you know what you are doing, go ahead.

User Upload ID: the uploader ID, you can view/edit user clicking in View User link.

Number of Downloads: How many times the mod was downloaded.

Mod Settings

Here you can manage the mod settings.

Mod ID

3

You can't change mod's ID.

Mod Status

Pending ▼

Mod SEO

suicide-squad-harley-quinn-add-on-ped

Recommended not to touch.

User Upload ID ([View User](#))

1

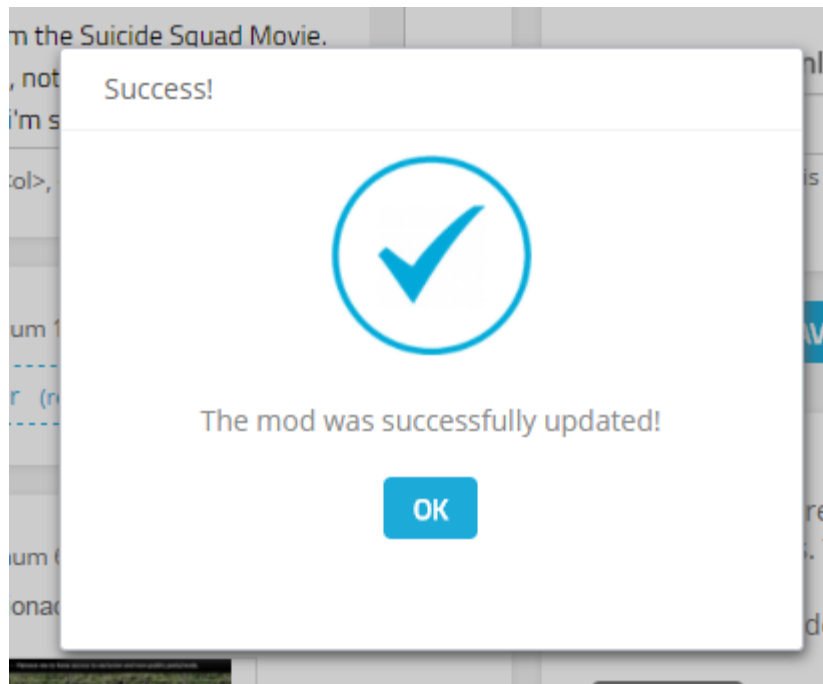
You can't change uploader's ID.

Number of Downloads

0

How many times this mod was downloaded.

When you finish editing a mod, you can save the changes clicking in **SAVE CHANGES** button. If everything is fine, you will receive the following success message.



Deleting a Mod

The mod will be completely removed from database, including comments. You need to check the agreement to delete it. Remember that there is not turning back!

Delete Mod

The mod will be removed from database, including the users comments. There is no turning back!

☐ Yes, I want to delete the mod forever

DELETE

4.4 Editing Users

You can manage the registered users too. There you can view/edit account information.

- **User ID:** the identification number of the user. (Can't change)
- **Username:** the username chosen by the user. (Can't change)
- **Email:** user's email.
- **Rank:** the role/status of user account, there are 3 options.
(Banned: user can't login anymore | User: normal user | Administrator: have access to administration panel).
- **Location:** where the user is located.
- **About Me:** some personal information or a welcome message.
- **Website:** the personal website of the user.
- **Avatar ID:** the identification of user's avatar image. You can reset the current image to default image by clicking on [\(remove\)](#) link.



- **IP Address:** the IP address when user registered in the website.
- **Join Date:** the date when user join the website.

5. Important Notes

5.1 Script Template System (.TPL) - Editing the HTML

modsCMS have a template system, this means that the HTML is separated from the PHP. In this way it becomes easier for you to edit the pages.

Page files are in **.tpl** format and they are located by default in directory: **inc/tpl/**

For security reasons, you can rename the **tpl** folder to other name and edit the path to directory in the **inc.vars.php** file located in **inc** folder.

5.2 Uploaded Files Directories

Files are directly uploaded to the following directories, according to the file type:

- Mod Files: **uploads/files/**
- Mod Screenshots: **uploads/images/**
- Avatar Pictures: **uploads/avatars/**

For security reasons, do not change these variables in PHP.

5.3 Upload Logs

Every time an user uploads a new file to the website (mod, screenshots or avatar pictures) it saves the action in a log file. By default the logs are saved on **uploads/logs** directory, with filename format: **month-day-year.txt**

You change the logs directory in **inc.vars.php** file located in **inc** folder.

```
11 // UPLOAD LOG VARIABLES
12 // if true, everytime an user uploads a new file (mod, avatar,
13 // the log file. Files are saved with the format name month-da
14
15 define("LOG_STATUS", true);
16 define("LOG_PATH", "uploads/logs/");
17
```

5.4 How to change website logo ?

Website default logo is located in **assets** folder, file name is **logo.png**

If you want to change it via HTML go to tpl files folder and edit the **head.tpl** file, you will find the logo URL in the line 30.

```
27 op">
28 ="big-loader"></div>
29 ="marg cf">
30 ="home"><div class="logo"></div></a>
31 ass="search"><form action="search" method="GET"><input autocomp.
32 ass="menus">%top_menus%</div>
33
```

6. Product Support & Updates

Do you have a questions for us ? Want more explanation about something ?

Please, feel free to do it using the following email: hello@modscms.com

Use the tag [SUPPORT] on email subject, this will make things easier for us.

We will try to answer as fast as we can.

You can visit our official website for free video tutorials: <http://modscms.com>

Other modsCMS Handbook versions are available for free download on

<http://modscms.com/handbook/>

Codester.com customers can use the comments section to ask for support.

All customers will have access to script updates and fixes, if you bought modsCMS via PayPal you will receive it on your email. If you bought via

Codester.com you can download through the same website.

7. Credits

modsCMS script and modsCMS logo developed by:
Leonardo Ximenes (**Meth0d** - <http://meth0d.org/>).

modsCMS Handbook written by Leonardo Ximenes (**Meth0d**).

modsCMS uses the following technologies:

- **PHP** from The PHP Group (<http://php.net/>)
- **MySQL** from Oracle Corporation (<https://www.mysql.com/>)
- **jQuery** from The jQuery Foundation (<https://jquery.com/>)
- **HTML 5** from W3 Foundation (<https://www.w3.org/TR/html5/>)

In order to support the developers work, do not distribute or leak the script.

Any images, sounds, video, code, flash, or other assets that are not my own work, have been appropriately licensed for use in the online demo or main download.