

# Geeklog Documentation

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# Exploring the GeekLog Interface

From GeeklogWiki

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## Site Layout Overview

Depending on the version you are running and on the styles you have selected, your layout may appear different than the example below. Still, the major components of the system are the same regardless of the specifics of your site.

The following diagram shows a typical site, with the major parts labeled

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## Header

This area contains items that appear on every page of your site. Typical items include a site logo, a quick search form, navigational buttons and the time and date. Different styles may show or hide different elements in the header. For example, some styles do not use a logo while others do not provide a search form.

Expert tip: You can modify the header.thml file in the layout directory to add, modify or delete elements shown on in the header section of the site.

## Content

The center area of your site is used to present content. In most cases, this content are articles or stories posted to the site. Other content, such as static pages and discussion forums may appear in the content area.

## Left & Right Blocks

The left and right blocks provide a place for site controls such as administrative links as well as small contained spaces for adding items such as polls, about messages, site updates, upcoming events and more.

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### Footer

Like the header, the footer is shown on most pages on the site. Typically, the footer contains credit, copyright and contact information.

Expert tip: You can modify the footer.html file in the layout directory to add, modify or delete elements shown on in the header section of the site.

Author: [Landon Cox -- mindfab.com](http://mindfab.com)

## Contributing a Story

From GeeklogWiki

### Contents

- [1 PURPOSE](#)
- [2 Select the "Contribute" Link](#)
- [3 Write your story](#)
- [4 Preview your story](#)
- [5 Submit your story](#)
- [6 Submit confirmation](#)

### PURPOSE

GeekLog provides the ability for multiple users to contribute content to the site. This page describes the steps for a normal user to contribute a story.

### Select the "Contribute" Link

Identify and select the "Contribute" Link.



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## Write your story

Give your story a title and some text. Choose the appropriate topic from the drop-down list. The topics have been previously created by the site administrator and you cannot add a topic here.

### Read First

When submitting information for use on this site we ask that you follow the following suggestions...

- Fill in all the fields, they're required
- Provide complete and accurate information
- Double check those URLs

### Submit a Story ?

Username: [ [Login](#) | [Create Account](#) ]

Title:

Topic:

Story: 

Freedom of the press is only for those who have a press.

Finally, an electronic press for the masses, GeekLog.

Post Mode:

Allowed HTML Tags: `<p>`, `<b>`, `<i>`, `<a>`, `<em>`, `<br>`, `<tt>`, `<hr>`, `<li>`, `<ol>`, `<ul>`, `<code>`, `<pre>`

Post Mode is "Plain Old Text" and "HTML Formatted". So, if you know HTML and would like to add emphasis such as bold and italics to your text, you may do so. The list of HTML tags which are allowed is listed in red. Your site's administrator can add to or subtract tags from this list.

**TIP:** Use an HTML editor to create your story. View the HTML code and copy it into the story. *NB: Only copy the code between `<body>` and `</body>` HTML tags.*

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## Preview your story

Select the Preview button and confirm the story is what you want

**Preview**

**Blogging for a better future**

Sunday, August 17 2003 @ 02:32 AM UTC  
Contributed by: Anonymous

Freedom of the press is only for those who have a press.

Finally, an electronic press for the masses, GeekLog.

**[ Views: 0 ]**

**Submit a Story** ?

**Username:** [ [Login](#) | [Create Account](#) ]

**Title:**

**Topic:**

**Story:**

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## Submit your story

Select the Submit button

**Preview**

**Blogging for a better future**

Sunday, August 17 2003 @ 02:32 AM UTC  
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[ Views: 0 ]

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**Username:** [ [Login](#) | [Create Account](#) ]

**Title:**

**Topic:**

**Story:**

Freedom of the press is only for those who have a press.  
  
Finally, an electronic press for the masses, GeekLog.

**Post Mode:**

Allowed HTML Tags: <p>, <b>, <i>, <a>, <em>, <br>, <tt>, <hr>, <li>, <ol>, <ul>, <code>, <pre>



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### Submit confirmation

Note confirmation of submit.

#### System Message - 08/17 02:37AM



Thank-you for submitting your story to MindFab Demo Site. It has been submitted to our staff for approval. If approved, your story will be available for others to read on our site.

On some GeekLog sites, the site administrator may have allowed all submissions to be automatically posted. In this case, there is no approval step and your story will automatically show up within the topic you selected. The site administrator may choose the approval mode by modifying a special GeekLog file called config.php.

Author: [Landon Cox mindfab.com](http://LandonCox.mindfab.com)

## Resetting or Changing your Password

From GeeklogWiki

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- [1 PURPOSE](#)
- [2 Attempt a login](#)
- [3 Select "Did you forget your password?" link](#)
- [4 Email a new password](#)
- [5 Email confirmed](#)
- [6 Notes](#)

### PURPOSE

Occasionally you or one of your users will forget his or her password. This procedure shows you how to regenerate a password for the user. Alternatively, a user can perform this procedure on a self-service basis.

### Attempt a login

The easiest way to get to the page where you can request a new password is to attempt a login even though you know it will not succeed. Locate the User Functions block on the home page and type in a username and password. You can use any username and password you want; the main thing is that a failed login will take you to the place you need regenerate a password.



The image shows a screenshot of a web form titled "User Functions". It contains two input fields: "Username:" and "Password:". Below the password field is a "Login" button. At the bottom of the form, there is a link that says "Don't have an account yet? Sign up as a [New User](#)".

### Select "Did you forget your password?" link

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Locate the "Did you forget your password?" Link and select it

### Try Logging in Again

You may have mistyped your login credentials. Please try logging in again below. Are you a [new user?](#)

User Name:

Password:  [Did You Forget Your Password?](#)

## Email a new password

Enter your username and select "Email Password" button

### Did You Forget Your Password?


Enter your username and click Email Password and a new password will be mailed to the email address on record.

User Name:

## Email confirmed

If successful, you'll see a confirmation message that a new password was emailed to the email address registered for that username

### System Message - 08/17 01:44AM

 Your password has been emailed to you and should arrive momentarily. Please follow the directions in the message and we thank-you for using MindFab Demo Site

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### Notes

A short cut to the regeneration page is: <http://www.yourdomain.com/users.php> mode=getpassword where yourdomain.com is the domain name of your site.

If you have forgotten your username, not just password, you'll need to contact the website administrator to get help remembering it. Alternatively, you can sign in as a New User.

Author: [Landon Cox -- mindfab.com](http://mindfab.com)

# Users and Groups

From GeeklogWiki

## The Process For Approving Accounts

If your installation of Geeklog requires new accounts to be approved, here is what will happen:

1. The person requesting the account uses the New User form to request an account, providing a username and email address.
2. The requestor will receive a message on the website indicating that their request will be reviewed and if approved, a password will be sent to them.
3. An email shall automatically be sent to the administrator indicating that someone has requested an account.
4. The account is approved or declined.
5. If the account is approved, an email will be sent to the user with an auto-generated password.

### To approve or decline the account

1. Log into the site as an administrator.
2. Click on *Submissions* in the **Admins Only** block.
3. Scroll down to the *User Submissions* section.
4. Click on either the Approve or Delete radio-button.
5. Click the Submit button immediately following the list of users.
6. An email will automatically be sent to the user with a randomly-generated password.
7. The member can then log into the site with their username and password and complete their member profile.

If you want to ban the user (so they can't resubmit the application):

1. Log into the site as an administrator.
2. Click on *Users* in the **Admins Only** block.
3. Click on the pencil icon (under the Edit column) for the user.
4. Under the *User Status* drop-down box, select *Banned*.
5. Click the Save button at the bottom of the page.

This can also be used to ban members who have been active and are causing problems on the website.

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### Importing Mass Members To Geeklog (The Batch Add Feature)

1. Create a tab-delimited text-file with the Full Name, Username, and E-Mail Address for each member (one member per line).
2. Log into the website as an administrator.
3. Click on *Users* in the **Admins Only** block.
4. Click *Batch Add* near the top of the page.
5. Click the Browse button. Find the file you created from the instructions above, and open it.
6. Click the Import button.
7. When the import process is complete, you will receive a confirmation message on the website and your members will be sent an automatically-generated welcome-message with a password.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Users\\_and\\_Groups](http://wiki.geeklog.net/wiki/index.php/Users_and_Groups)"

## Groups

Groups are used to assign different permissions .

# Geeklog Permissions

## From GeeklogWiki

The best way to learn about Geeklog permissions is to try things out and see what happens.

## Interactions of Article and Topic Permissions

If you want a user to be able to edit an article that they are the owner of they need both READ and EDIT permissions for both the article and the topic to which that article belongs.

The thinking behind this is that you should not be able to edit an article (even if you originally wrote it and/or are the current owner) unless you have edit permissions for the topic as well. This allows a site Admin to restrict certain types of access to a given topic. Granted, this is not the simplest thing to understand and it perhaps should be rethought. However, since its been this way for several major releases now it is unlikely it will be changed unless there is an over riding reason to do so.

This is not a security hole because you need read/edit for *both* the article you want to edit and the topic that it is in. Again, it just allows the Geeklog admin a much finer level of control.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Geeklog\\_Permissions](http://wiki.geeklog.net/wiki/index.php/Geeklog_Permissions)"

## Blocks

Each block is a group of menu items.

Examples of blocks are 'Main Menu' and 'Admins Only'

Blocks are the "sections" showing on the left side of your website. They typically contain links to sections of the website, but can also contain other information. Examples of blocks are the **Topics** block and **Admins Only** block.

### Moving A Block From Left To Right

Before you attempt to move a block from the left to the right, ensure your config.php file is set to allow right blocks:

1. Open config.php in a text editor
2. Search for `$_CONF['show_right_blocks']` and change "false" to "true".
3. Upload the file to your server, allowing it to overwrite the existing file.

After you have changed the setting in config.php, you can move and activate or deactivate blocks on the left:

1. Log into your site.
2. In the **Admins Only** block on the left, click the "Blocks" link.
3. To move a block from the left to right, click the "R" image for that block. To move a block from right to left, click the "L" image for that block.

### Changing The Order Of A Block

1. Log into your site.
2. In the **Admins Only** block on the left, click the "Blocks" link.
3. You can move the block in one of two ways:
  1. Click the up and down arrows for that block (the page will refresh with the new position of the block).
  2. Click the pencil icon under "Edit" for the block, and manually change the Order number. Changing the number to an existing number will place the block above the block with the existing number. The numbers will automatically re-calibrate to increments of 10. When you are done, click the "Save" button at the bottom.



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## Changing The Topic In Which The Block Shows

1. Log into your site.
2. In the **Admins Only** block on the left, click the "Blocks" link.
3. Click the pencil icon under "Edit" for the block.
4. In the "Topic" drop-down, select the topic in which you want the block to show. You can also reset this to "All" so the block will show on every page.
5. Click the "Save" button at the bottom.

## Enabling And Disabling A Block

1. Log into your site.
2. In the **Admins Only** block on the left, click the "Blocks" link.
3. Click the checkbox in the "Enabled" column (when the checkbox is selected, the block is enabled; when the checkbox is not selected, the block is disabled).

## Creating A New Block

A new block can be created to do things such as add navigation options to your site (e.g. a list of links to other artists' websites). To add a block:

1. Log into your site.
2. In the **Admins Only** block on the left, click the "Blocks" link.
3. Click the "Create New" link at the top.
4. Complete the fields.
  - The title shows at the top of the block (spaces are allowed)
  - You will probably want to leave the "Enabled" checkbox selected (see [Enabling And Disabling A Block](#))
  - Complete the "Help File URL" if there is a help file; otherwise, leave it blank.
  - The block name is the internal Geeklog ID and can not contain spaces.
  - Change the value for the "Topic" dropdown if you want the block to only show for a specific topic.
  - For some reason, the "Side" dropdown defaults to "Right". You will probably want to change this to "Left".
  - You can either leave the "Order" set to "0" and change it later or set the block order now if you know where you want the block to show.

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- If you are referencing a php block added into your custom-lib.php file, the reference will go into the "Block Funtion" field. Otherwise, leave the field blank.
  - *[Portal Block Option information needs to be added to this wiki]*
  - In the "Normal Block Options" section, input your desired content in the "Block Content" field. This field requires HTML tags to achive things such as line-breaks. To add a "hard return", you must enter the code <br>
  - You will probably want to leave the "Group" set to "Block Admin".
  - The possible permission options for the block are as follows:
    - Anonymous visitors (not logged-in) - read-access on or off
    - Members (logged-in) - read-access on or off
    - Group members (must be logged-in) - read-access on or off; edit-access on or off
    - Owner (must be logged-in) - read-access on or off; edit-access on or off
5. Click the "Save" button at the bottom when you are finished.

### Deleting A Block

1. Log into your site.
2. In the **Admins Only** block on the left, click the "Blocks" link.
3. Click the pencil icon under "Edit" for the block.
4. Click the "Delete" button at the bototm. **There is no confirmation notice, so make sure you're deleting the correct block.**

Note that default Geeklog blocks can not be deleted. To prevent these from showing, see [Enabling And Disabling A Block](#) instead.

Retrieved from "<http://wiki.geeklog.net/wiki/index.php/Blocks14>"

## Blocks and Plugins

### From GeeklogWiki

There are two different kinds of enhancements to Geeklog. The difference between them lies both in the area they are displayed and in the way you integrate them with Geeklog. This is not a strict definition or listing of the features and differences but one that has been evolving. A plugin is really an addon that uses the Plugin API while a block is code added to lib-custom and is then defined by the plugin editor. But what are the other differences and why as a developer would I create one vs. the other is a good question and one I hope to answer in this section.

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If you are new to Geeklog, we suggest you start with a block. This will get you familiar with the Geeklog way of doing things.

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- [1 Definitions](#)
  - [1.1 Blocks:](#)
  - [1.2 Plugins:](#)
- [2 Why a plugin](#)

## Definitions

There are three block types:

**Normal blocks** are just blocks where you can enter some HTML or plain text that will then be displayed in the block. If you enter HTML, make sure the very first character in the block is a '<' sign (of an opening tag). Otherwise, Geeklog will think it's plain text and will insert unwanted line breaks.

**Portal blocks** let you display the contents of some other site's RSS feed in a block. Simply enter the URL of the site's feed in the appropriate place. RSS feeds are only retrieved once per hour.

**PHP blocks** let you call a PHP function and display that functions' output in the block. The PHP function should be added to the `lib-custom.php` (*not* `lib-common.php`). Please note that the function's name must start with `phpblock_` and that it must *return* the content of the block instead of outputting it directly.

<i>Normal Block</i>	Used to just display HTML or a Javascript only program. The block content is entered in the block editor.
<i>Portal Block</i>	Used to define a RDF or RSS news feed. The RDF source is entered in the block editor
<i>PHP Block</i>	Reference a custom PHP coded block. The block code is a function whose name must begin with <code>phpblock_</code> Example: <code>phpblock_myblock</code>

We are really focused on the third type - PHP blocks - and not the other two when we reference the block definition in this guide. The following defining attributes are a guide as there is no necessarily right or wrong way to release your project but these are meant to guide you.

### Blocks:

- The block facility in Geeklog allows for blocks to call php functions that start with 'phpblock\_'.
- The 'phpblock\_' function must return correct HTML which will then be displayed in one of the blocks in either the left or right column.
- May be very basic PHP code to executes a query to return a list of the last 10 comments, links, plugin records and return the formatted results

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- May be complete programs with several features and 100's of lines of code. Eventually the block may start to contain enough logic and features that it should be a plugin.
- Blocks are often small php routines like Theme Changer or display some specific information like Random Quotes in a site block
- Many blocks do not have any database or tables
- Can be distributed as a single file containing the code to insert into lib-custom and instructions or contain several files which are placed in a directory under public\_html
- There are many examples of blocks so we encourage you to download them, install them and explore their code to gain more understanding

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## Plugins:

- Use the Plugin API calls
- May be just a basic addon with PHP code but are normally more advanced.
- Could be just a way of auto installing a block with no admin, user, search or comment features
- Require as a minimum the following four files: config.php, functions.inc with only the uninstall function defined, language file and install.php
- Usually have at least one new table
- Integrate core Geeklog functionality and features
- Good way to integrate a separate S/W solution and integrate the installation for easier distribution

## Why a plugin

There are several blocks that can be personalized or have user settings. There are several classic ones (Stock and Weather) as an example that have extended user preferences. There is no right or wrong way but the following list outlines some of the reasons you may want to develop a plugin vs. a block or convert a block to a plugin.

- If the addon has a user preferences or an an admin component. The description and links can be automatically added to their related menus for the user.
- With a plugin, users don't have to modify lib-custom or add table definitions to lib-database. They are automatically included as they are referenced in the plugin's function.inc files. The plugin's function.inc file can also include the phpblock function if the addon has a block feature.
- Users do not have to manually create tables or run a SQL script. The plugin install program will have the SQL to create the new tables.
- The addon can check for the user's language setup and if there is a corresponding plugin language file. If this is done in functions.inc or the config.php, the variables will be created as globals and allow you to easily reference them in your addon.
- Extend your project to utilize some of the Plugin API's and integrate geeklog core features:
  - Extend the Geeklog search to include your plugin results
  - Add your project to the site stats listing. Very easy to include the number of records in your plugin to the Site Statistics and you can optionally add a more detailed stats function
  - Enable your addon to use the comment engine and allow comments
  - Enable moderation so that new plugin items to be approved before posting to the site
- The auto install and unininstall is one of the most important benefits. Once the site admin understands how to copy the plugin distribution files to the public\_html and admin directories, the

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install is all online with no file editing. The install script includes error or status logging which helps in troubleshooting. If there is an install error, the installer removes everything.

- Automatically add a link under the site header to your plugin feature. All templates reference a variable {plg\_menu\_elements} in the header.html files. This variable is defined by making a call to all plugins and if the function getmenuitems exists, it can return the link and description to be displayed.
- The install program creates any add-on security groups and access rights automatically. It can create the block definition as well so the user does not even have to use the block editor.
- Once you have a working project, it should only take a few more hours to make it a working plugin.

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## Topics

An item in the menu that has stories and static pages in them.

Some topics could be 'Announcements', 'Discussions', 'Help Wanted', etc.

Each topic could have a number of stories within them.

Topics are used to categorize stories, and are listed in the **Topics** block. The **Topics** block also includes a link to the home page, although the link is not a topic and can not be removed or changed from the Topic administration section.

### Adding A Topic

1. Log into your site.
2. Click on the "Topics" link in the **Admins Only** block.
3. Click on the "Create New" link at the top.
4. Complete the fields in the form:
  - The Topic ID is a unique name, without spaces, for the topic. This ID is used by the system for internal reference.
  - The number of stories per page will default to 10 if left blank.
  - The Topic Name is what will show in the **Topics** block and in the Topics drop-down in the story editor.
  - The Topic Image field can be used if you know the exact path to an existing image. You can remove the text from this field if you do not want an image.
  - If you want to upload a new image to use for the topic, click the "Browse" button, search for the image on your computer, and double-click on it to select it. The image will be uploaded when you save your changes.
  - Selecting the "Default" box will make the new topic the default topic for new story submissions. Only one topic is allowed to be the default.
  - Selecting the "Archive Topic" will make the new topic the default topic for archived stories. Only one topic allowed to be the default.
  - The Group selected corresponds with the group permissions further down on the page. It is recommended to leave this set to "Topic Admin".
  - The possible permission options for the story are as follows. These settings will override the permissions settings at the story level:
    - Anonymous visitors (not logged-in) - read-access on or off
    - Members (logged-in) - read-access on or off

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- Group members (must be logged-in) - read-access on or off; edit-access on or off
- Owner (must be logged-in) - read-access on or off; edit-access on or off

5. Click the "Save" button.



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## Changing A Topic

1. Log into your site.
2. Click on the "Topics" link in the **Admins Only** block.
3. Click on the topic you want to edit.
4. Make your changes (see [Adding A Topic](#) for a description of the fields).
5. Click the "Save" button.

## Deleting A Topic

1. Log into your site.
2. If you want to move any of the existing stories in this topic into another topic, make the move *before* deleting the topic. To move a story simply follow the "Edit" link for the story, change the topic and save the changes.
3. Click on the "Topics" link in the **Admins Only** block.
4. Click on the topic you want to delete.
5. Click the "Delete" button. **There is no confirmation page, so delete only when you're sure you're ready to delete!**

## Changing The Sort Method

1. Log out of your site.
2. Open your config.php file in a text editor.
3. Find `$_CONF['sortmethod']`
4. Change the value to either "sortnum" or "alpha".
  - If you use the "alpha" value, the Sort Order will show as "alphabetical".
  - If you use the "sortnum" value, the Sort Order will show as an editable field. You can then assign a number to each topic to indicate its order in the list of stories. The story with the lowest number will show at the top of the list.
5. Save your changes.
6. Upload the file onto your server, overwriting the existing file.

## Setting The "Show Topic" Default

1. Log out of your site.
2. Open your config.php file in a text editor.

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3. Find `$_CONF['show_topic_icon']`
4. Change the value to either "0" or "1"
  - o 0 will make the "Show Topic Icon" option for new stories default to unselected
  - o 1 will make the "Show Topic Icon" option for new stories default to selected
5. Save your changes.
6. Upload the file onto your server, overwriting the existing file.

Retrieved from "<http://wiki.geeklog.net/wiki/index.php/Topics>"

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## Stories

A story is like an article. Stories are displayed in 'Topics'.

## What Is A Story?

A Story is a dated entry which is added to your website. The stories are sorted by date, and have many features associated with them. There are two main components to a story: the topic and the actual story.

Topics allow you to categorize your stories and virtually create sections within your website. The default installation of Geeklog includes the topics "General News" and "Geeklog". These topics can be renamed or deleted, and new ones can be added.

Stories are the main way you can add new content to your Geeklog-powered website. Traditionally, they are used much like news-articles and are used to provide new and ongoing information to visitors of a Geeklog-powered website. Please read the [Administration](#) section for other content options.

The following instructions are for administrators' use with the [Advanced Editor](#) which comes with Geeklog 1.4 and is integrated into the Professional theme. You must be a member of Root or Story Admin to be able to add a story this way.

## Adding A Story

1. Log into your site.
2. In the **Admins Only** section on the left, click the "Stories" link.
3. Click the "Create New" link near the top of the page.
4. Wait for the page to load the toolbar for editing.
5. Complete the "Title" field
6. Select a Topic.
7. You may change the text in the "ID" field if desired (it defaults to the date and time).
8. By default (i.e. unless you have changed the setting in the [configuration file](#)) the "Show Topic" icon is selected. Change this if you do not want the topic icon to show.
9. Select the "Draft" box if you are creating a draft only.
10. Complete the "Intro Text" and "Body Text" fields. The text in the "Intro Text" field will show on your main page. The text in the "Body Text" field will show with the intro text after someone clicks on the "read more" link under a story.
11. If you are using the advanced editor and want to preview your story, you must click the "Preview" button at the bottom to save a temporary copy of the story on the server, then click the "Preview" button at the top to view the preview.
12. When you are happy with your changes, click the "Save" button.

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## Publishing Options

When editing your story, you can access the publishing options by clicking the "Publishing Options" link at the top of the screen. Your options are to change:



- the publishing date (future-dated stories will not be published until that date)
- whether the story is "featured" (the default is "not featured"; a featured story will show at the top of the list of stories, even if a newer story is added, until another story is flagged as "featured")
- whether the story will show on the "front page" (i.e. home page) of your site, or whether it will only show in the topic subsection
- whether comments are allowed
- whether trackbacks are allowed (this is defaulted to "disabled"; [trackbacks](#) are links to sites which link to yours; use trackbacks with caution, because much trackback is now found to be spam)

## Adding Images

Option 1: Click on the "Images" link at the top of the story editor screen. Use the "Browse" buttons to look for the images on your computer for uploading. The "Images" section of the story editor has more notes on how to integrate the images in your post. You will need to insert the [image1] etc tags into the story manually.


- To increase the number of images you can upload (available only if you have access to uploading files directly to the webserver):
  1. log out of your site
  2. open your config.php file in a text editor
  3. search for `$_CONF['maximagesperarticle']`
  4. change the number "5" to the maximum number of images you want to be allowed for a story
  5. save your changes
  6. upload the changed config.php file (overwrite the existing file) onto your web server

Option 2:

1. Stay in the "Editor" screen (if you have left it, simply click the "Editor" link at the top of the screen).
2. Click the arrow button in your editor toolbar  This will open the editor in a new window.
3. Click on the image icon . A new window will open.
4. Click on the "Browse Server" button. The window will change to the Resource Browser window.

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5. To upload a new photo:
  - click the "Browse" button at the bottom
  - find the image on your computer, and double-click it to select the image
  - click the "Upload" button and wait for the upload to complete
  - if the window goes blank, right-click in the window and select "Reload" or "Refresh" to update the list of photos.
6. If you have already uploaded your photo, you can click on it to select the photo.
7. Other options (changes will show in the preview area):
  - Type a number in the "Border" field if you want a border (0=no border; 1=thin border; 2 and up correspond with the thickness of the border)
  - HSpace is the space on the left and right of the image
  - VSpace is the space above and below the image
  - The Alternate Text is what will show if you "hover" your mouse above the image, or if your visitor's web browser is set to block images
  - The "Link" tab allows you to make the image a link. You can either type the web address in the "URL" or click the "Browse Server" button to activate the Resource Browser window (this works the same way as it does in the "To upload a new photo" instructions above). The "Target" drop-down allows you to change the target window of the link.
  - Advanced Features - ? (please edit this page and add info on the Advanced Features tab if you have used it)
8. When you are happy with your changes, click the "OK" button. This will close the small window.
9. You can continue to edit your story here, or return to the main editing window. To close the large editing window, click the arrow button 

### Archive Options

The archive options allow you to set whether the story will be archived or deleted on a particular date. The default is for no archiving or deleting. To change the setting, click on the "Archive Options" link and make the desired changes.

### Permissions

Permissions indicate who is allowed to read and edit the story. The default is that anyone can read the story, and only the owner can edit it.

The possible permission options are:

- Anonymous visitors (not logged-in) - read-access on or off

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- Members (logged-in) - read-access on or off
- Group members (must be logged-in) - read-access on or off; edit-access on or off
- Owner (must be logged-in) - read-access on or off; edit-access on or off

To allow only members to read the story, de-select the check-box under "Anonymous". Members must log into the site before they can read the article.

To prevent members from reading the story (e.g. if you have a story about creating a user-account and don't want it to show once they have logged in), de-select the check-box under "Members".

Geeklog also has permissions set by groups. By default, the Admin account and any account with Root access is a member of all groups except Remote Users. Members can also be assigned selectively to individual groups (e.g. "Story Admin"). By changing the group showing in the drop-down box and selecting the check-box "E" under "Groups", you will allow anyone in the selected group to be able to edit the story.

You will want to retain read- and edit-access to your story. De-selecting those options does not seem to remove your read- and edit-access, but you are advised against changing that because you may lock yourself out of the story.

### Show All

The "Show All" link allows you to see and edit the story, publish options, images, archive options and permissions on one page.

Retrieved from "<http://wiki.geeklog.net/wiki/index.php/Stories14>"

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# Static Pages Plugin

Static Pages are like stories, except that they are static html pages.

They are displayed in 'Topics'.

**From GeeklogWiki**

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## What is it?

The Static Pages plugin was originally aimed at creating pages with static content (as opposed to the dynamic pages created by Geeklog) - hence the name. Pages like an "about us" page, a mission statement, etc. would come to mind.

Since then, people have used the static pages for all kinds of things and with the inclusion of PHP into static pages, even the original name isn't quite right any more ... History

The plugin was originally written by Tony Bibbs and is included with Geeklog as a pre-installed plugin since Geeklog 1.3.5. An extended version of the plugin was started by Phill Gillespie and later supported by Tom Willet. The extended version was the first to allow the use of PHP in static pages and also supported proper Geeklog permissions.

With Geeklog 1.3.8 and Static Pages 1.3, these two versions were merged again. Static Pages 1.3 also introduced some new features that were not included in either of its predecessors. Features

- supports use of PHP
- editable page ID to make more readable URLs

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- Static pages can be displayed on Geeklog's index and topic pages and can even replace it entirely ("splash screen")
- "cloning" of existing pages
- Makes use of Geeklog's URL rewrite feature
- Supports autolinks and provides a [staticpage:] autotag
- proper support for Geeklog permissions

## Use of PHP

### Activating PHP

**Important:** For security reasons, the use of PHP in static pages is disabled by default.

To enable it, you will have to grant the 'staticpages.PHP' permission to the "Static Page Admin" group. To do this, log in as the Admin and from the Admin's Only block, select "Groups". Find the "Static Page Admin" group and edit it by clicking on the name of the group. At the bottom of the page, you will find a list of "Rights" (permissions) that can be granted to all members of this group. Note that 'staticpages.delete' and 'staticpages.edit' are checked, while 'staticpages.PHP' is not checked. To allow members of the Static Page Admin group to use PHP in static pages, you will have to check the 'staticpages.PHP' checkbox and save your changes.

In addition to the 'staticpages.PHP' permission discussed above, there is also a global flag, `$_SP_CONF['allow_php']`, that can be used to disable the use of PHP in static pages entirely. When set to 0, it will override the 'staticpages.PHP' permission and disable all use of PHP in static pages. The flag is located in the static pages' config.php file in the plugins/staticpages directory. Usage

*The use of PHP in static pages may result in security issues if not used properly. Use this feature with care!*

The use of PHP has to be enabled for each individual static page. Below the content edit field, you will find a drop-down menu with the following options:

- do not execute PHP

Obviously, when you select this option, any PHP code in the static page will not be executed but will instead be printed out as-is.

- execute PHP (return)

If you select this option, PHP code in static pages will be executed. The 'return' indicates that the code should return any output it generates, using a PHP return statement, instead of printing it out directly. This is the PHP option as introduced with the Static Pages plugin 1.3.

- execute PHP

Again, this option will enable execution of PHP. Only this time, the PHP code can actually use echo and print statements without having the output interfere with the page layout.



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Please note that when embedding PHP code in a static page, your code should not be enclosed in the PHP `<?php` and `?>` tags. Instead, it is assumed that the static page contains the PHP code that would normally go between those two tags.

When selecting the second of the above PHP execution options ("execute PHP") you can, however, switch back and forth between PHP and plain HTML like this:

```
echo "Hello"; ?>, <b>world</b>, <?php echo "how are you?";
```

The above example would print out "Hello, world, how are you?".

## Page ID

When creating a new static page, it will be assigned a page ID automatically. This ID consists of the date and time and up to three random digits. When you anticipate that the URL of this page may be used a lot, e.g. quoted in emails, it may make sense to use a more readable ID for the page.

The static pages editor will let you change the page ID. For example, you may want to rename the ID for your "about" page from "20030313100131123" to "about", thus creating a URL like

<http://www.example.com/staticpages/index.php?page=about>

which looks much nicer when quoted (and is easier to remember). You could further improve this by making use of Geeklog's URL rewrite feature.

Please note that you should only use letters and digits for the page ID. Avoid national special characters, most punctuation characters ('-' and '.' should be okay, though) and spaces. The static page editor will catch some illegal characters but not all of them ...

## Using Static Pages on the index page

Geeklog 1.3.8 introduced a new concept for use by plugins, called Center Blocks. Basically, this means that any plugin can place blocks in the center area of a Geeklog site, i.e. among the stories.

When you check the "Centerblock" option for a static page, you can use the "Position" and "Topic" drop-downs to choose where this static page will be displayed. For "Position", the options are "Top Of Page", "After Featured Story", "Bottom Of Page" (which should be self-explanatory) and "Entire Page". That last option, "Entire Page", will tell Geeklog that this static page will replace the entire index page - it will not display any stories, but only the contents of this static page. This is useful e.g. for "splash" screens or Welcome pages.

**Tip:** When using a static page as a "splash" screen, you may need a link that takes your visitors to the normal index page, i.e. the list of current stories. To do this, create a link to `index.php?display=all`

The second drop-down, "Topic", lets you restrict the display of a static page to only a certain topic, the homepage only, or all pages (i.e. all topic pages and the homepage). This is the same as the options you have for blocks.

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**Tip:** You can combine these options with the permission settings. This will let you, for example, create a "welcome" page that is only displayed to anonymous users.

## Sorting

**Centerblocks:** When you have more than one static page that would appear in the same section of the center area (e.g. two static pages that would be displayed at the top of the index page), you can chose the order in which they appear by setting the `$_SP_CONF['sort_by']` variable in the plugin's config.php file to one of id (sort by page id), date (sort by last changed date), or title (sort by page title). The default is to sort by page id.

**Menu entries:** It's also possible to sort the static pages that are displayed in the site's menu (if you're using a theme that uses the `{plg_menu_elements}` variables in its header.shtml). Set the `$_SP_CONF['sort_menu_by']` variable (again, in the plugin's config.php file) to one of id (sort by page id), date (sort by last changed date), label (sort by the menu label), or title (sort by page title).

## Wrapping Static Pages in a block

You can chose to have a static page wrapped in a Geeklog block by checking the "wrap static page in a block" option in the static pages editor. If selected, the page's title will be used as the block title.

The plugin's config.php file also has a flag, `$_SP_CONF['in_block']`, which is used as the default for this option.

## Cloning Static Pages

When you have a lot of similar static pages you may want to make a copy of an existing page and then edit that copy. This can easily be done by clicking on the [C] from the list of static pages. Doing so will create a copy of that page with a new page ID.

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### URL rewriting

Please note that this feature is considered experimental and is known not to work with IIS.

Geeklog supports a form of URL rewriting, i.e. change the look of URLs such that they are more search engine friendly. For example, instead of

<http://www.example.com/staticpages/index.php?page=20030313100131123>

the URL could look like this

<http://www.example.com/staticpages/index.php/20030313100131123>

Some search engines are known not to index pages when the URL includes characters like '?' and '='. You could further improve the chances of this page being indexed by replacing the numeric page ID with a word or expression (preferrably something that corresponds to the page's content), e.g.

<http://www.example.com/staticpages/index.php/about>

To make use of URL rewriting, you will need to enable it in Geeklog's config.php file by setting

```
$_CONF['url_rewrite'] = true;
```

### Deleting pages with their owner

As all objects in Geeklog, static pages have an owner (the user that created the static page). When that user's account is deleted for some reason, any static pages owned by that user can either be deleted as well or they can be assigned to another user in Geeklog's Root group. The config.php file for the Static Pages plugin has the following option:

```
$_SP_CONF['delete_pages'] = 0;
```

If set to 0 (which is the default), static pages will not be deleted with their owner, but assigned to a member of the Root group instead (the user with the lowest user ID, most likely the Admin). If you change this to 1, static pages will be deleted when their owner's account is deleted.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Static\\_Pages\\_Plugin](http://wiki.geeklog.net/wiki/index.php/Static_Pages_Plugin)"

## Submissions

Submissions by users are Stories, Links, and Calendar items.

An Administrator would review the submission before making it live.

## Submission Settings

From GeeklogWiki

Variable	Default Value	Description
storysubmission	1	Enable (1) or disable (0) the story submission queue
linksubmission	1	Enable (1) or disable (0) the link submission queue
eventsubmission	1	Enable (1) or disable (0) the event submission queue
usersubmission	1	Enable (1) or disable (0) the user submission queue (i.e. new users must be approved before they receive their password)
allow_domains		When user submission is enabled this can contain a comma-separated list of domain names from which user submissions will not be queued (but approved automatically). <b>Example:</b> 'mycompany.com,myothercompany.com'
notification	array()	Send an email notification to <code>\$_CONF['site_email']</code> when a new story, link, or event has been submitted or a new user has registered with the site. The <code>array()</code> can hold any combination of the strings 'story', 'link', 'event', and 'user' (separated by commas), depending on which notification(s) you want. <b>Example:</b> <code>array('story', 'user');</code> would send notifications when a new story has been submitted or a new user has registered. No notifications would be sent for new links or events.
listdraftstories	0	When set to 1, this will display an additional block on the submissions page ( <code>moderation.php</code> ) that lists all the stories that have the 'draft' flag set.
postmode	plaintext	Sets the default submission mode to 'html' or 'plaintext'
speedlimit	45	Minimum delay between submissions in seconds. This helps prevent Denial of Service (DOS) attacks
skip_preview	0	If 1, allows submission of stories and comments without previewing (i.e. the submission form will always have a Preview <i>and</i> a Submit button).

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Submission\\_Settings](http://wiki.geeklog.net/wiki/index.php/Submission_Settings)"

## Comments

# SoC improving comments

From GeeklogWiki

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## Incentive

Comments are important for blogs and community-driven sites to get feedback from visitors. However, due to the rise of comment spam, it's becoming increasingly hard to keep comments open for everyone.

In Geeklog, you can currently only open comments for everyone (including anonymous users) or for registered users only. While the latter reduces the number of spam comments, it also reduces the number of overall comments, as visitors are less likely to leave a comment if they have to register first.

## Goals

The goal of this project is to make comments more useful and attractive again by implementing:

- a comment moderation queue
- "aging" of stories, i.e. automatically close a story for comments after a while
- make comments editable for users

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## Details

Note: Geeklog supports hierarchical comments, i.e. you can reply to a specific comment and your comment will be displayed below the comment you replied to (indented, instead of at the end of the list of comments).

## Moderation

Just like story submissions, comments should - optionally - be held back until approved by a moderator.

- Option to only hold back comments by anonymous users.
- Option to put already posted comments back into the moderation queue (including comments that are replies to these comments).
- Option to auto-approve comments by certain users or user groups.
- Possibly: Option to report moderated comments as spam (via the Spam-X plugin). This may be unnecessary, though, since the comments already went through the spam filter when they were posted initially.

## "Aging"

Once a story has been up on a site for a while, it is less likely that someone wants to comment on it. At the same time, spammers are known to prefer spamming older posts in the hope that it will go unnoticed. Consequentially, it would make sense to have an option to automatically close a story for commenting after a while.

- Option to close the story for comments after a certain amount of time,
- Option to close the story for comments once it drops off the homepage (i.e. after a certain amount of new stories have been posted).

Note: Manual closing of comments is not available in Geeklog 1.4.1 but has been implemented in CVS (i.e. the current development version).

## Editable comments

Making comments editable isn't going to help prevent spam, of course, but is aimed at making the comment system more attractive so that posters can correct typos or rephrase their comment.

Things to consider:

- A comment should only be editable as long as there hasn't been a follow-up comment.

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- There should probably be a time-limit for how long the comment should be editable.
- Comments should always be editable for Admins, though.
- The user has to be identified somehow. So either this feature has to be restricted to registered users or a cookie has to be set to identify the original poster.

### More ideas

There are more ideas and feature requests that would also help to make comments more attractive and motivate visitors to leave a comment:

- Let anonymous users at least enter a name.
- Optionally send a notification email when a reply has been made to a user's comment (for registered users only).
- Being able to see the comment or original post while commenting on it.

These ideas are not strictly part of the SoC task, but may be easy enough to implement or at least have to be considered in the design.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/SoC\\_improving\\_comments](http://wiki.geeklog.net/wiki/index.php/SoC_improving_comments)"

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## Calendar

Dates of events can be inserted into the calendar.

## Calendar Settings

From GeeklogWiki

Variable	Default Value	Description
personalcalendars	0	Allow account holders to have a personal calendar
showupcomingevents	1	Show up-coming events (0=no, 1=yes)
upcomingeventsrange	14	Number of days that "Upcoming Events" in the <u>Events-block</u> will look ahead.
event_types	Anniversary, Appointment, Birthday, Business, Education, Holiday, Meeting, Miscellaneous, Personal, Phone Call, Special Occasion, Travel, Vacation	The set of event types that are used both on the public calendar and the user's personal calendars

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Calendar\\_Settings](http://wiki.geeklog.net/wiki/index.php/Calendar_Settings)"



# Events Block

From GeeklogWiki

## Contents

The Events block shows a list of the upcoming events. There are two sections in this block: General Events and Personal Events. General Events feature those that have been entered in the site calendar normally. Once you add the Events to you personal calendar, you can see them in the personal section.

## Customizing

The timespan that is displayed can be set in the config.php.

As of 1.3.9, there is no standard feature that switches off the section name in case you dont have a personal event or the personal calendar is switched off.

The events that are shown depend on the permissions the current user has.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Events\\_Block](http://wiki.geeklog.net/wiki/index.php/Events_Block)"

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## Content Syndication

Geeklog supports both importing and exporting of RSS feeds (RDF feeds) "out of the box".

### Exporting feeds

Per default, an RSS 2.0 feed of all the stories on your site is created at the URL `http://yoursite/backend/geeklog.rss`. You can change that feed and create additional feeds from the Admin's "Content Syndication" panel.

To change the name of the directory (from "backend") to something else, you will have to change `$_CONF['rdf_file']` in your `config.php` and create the new directory yourself.

Note that all the [RDF/RSS settings](#) in `config.php` only provide the defaults for the Content Syndication panel. To change, for example, the number of entries in a feed, you will have to edit that feed's setting from Content Syndication.

### Importing feeds

To import some other site's RSS feed, you will need to create a portal block (see [Block types](#) for details). The headlines from that feed will then show up in a side block.

You can also restrict the number of entries to import from a feed there.

### 3rd-party extensions

There are also some extensions available: Tom Willet's [Geeknews](#) script displays several RSS feeds on one page. And Danny Ledger (aka Squatty) is working on a [News Plugin](#).

### Feeds prior to Geeklog 1.4.0

Geeklog 1.3.11 and earlier did create feeds in RSS 0.91 format. Additional formats can be implemented as classes and dropped into the `/path/to/geeklog/system/classes/` directory. A collection of additional formats (RSS 1.0, RSS 2.0, and Atom) is available [here](#).

## RSS/RDF Feed Settings

### From GeeklogWiki

Geeklog can export its headlines to a so-called RSS feed (also known as an RDF feed). This will let you share your news with other sites (Hint: Create a Portal block from Geeklog's Block menu to import RSS/RDF news feeds from other sites).

Starting with Geeklog 1.3.9, RSS feeds can be created and configured from Geeklog's Admin menu ("Content Syndication"). The following settings will only be used as the default settings for any new feeds that you create from the admin panel.

Variable	Default Value	Description
backend	1	Create an RSS/RDF file for the stories in <code>rdf_file</code> (0=no, 1=yes)
<code>rdf_file</code>	HTML path with "/backend/geeklog.rdf" suffix	File system path for the RDF file. This file allows you to share your site's headlines with others
<code>rdf_language</code>	en-gb	Value for the feed's language tag. Depending on your site's language and operating system, this may differ from the language setting in the locale (see above). <b>Example:</b> The PHP locale setting for German is 'de_DE' while the correct language setting for a German RSS feed would be 'de-DE' (note the dash instead of the underscore).
<code>rdf_limit</code>	10	Limit the number of stories in the RSS feed. If the value for this setting is a number, the feed will hold this many stories. If the number is followed by a lower-case 'h' (e.g. 24h) it denotes the number of hours from which to chose the stories.
<code>rdf_storytext</code>	0	If this value is 1, then the entire introtext of the stories will be included in the RSS feed. Any number greater than one limits the introtext to that many characters (e.g. a value of 80 would only include the first 80 characters from the introtext in the feed). If set to 0, the introtext is not included in the feed.

## **Geeklog Documentation**

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# **Limit Portal Block Entry**

From GeeklogWiki

## **Limiting Portal Block Entry**

You can limit the number of entry in portal block by changing the value of \$maxheadlines in function COM\_rdfImport( \$bid, \$rdfurl ) to any number that you want.

## **Reloading Portal Block**

After changing the limit, the portal block will not be updated until the next rss update which by default is set to 3600 seconds or 1 hour. If you want to see the portal block updated immediately, you can go back to Block under the Admins function, select the portal block that you want to reload and save the portal block again.

# Links

## From GeeklogWiki

## Using the Links Page

On the links page, the Top ten of all links are displayed below the categories.

If you add links, you have to fill in all fields except the category field. You can add links without a category by selecting "Other" but dont enter any text in the field provided. If you add links without a category the top ten are not displayed. Instead, the links that dont have a category are displayed.

## Link Categories

When creating links, they can be applied to categories. If no categories exist, they can be created by entering a category title into the box labeled "If other, specify"

## Customizing the Links Page Display

An administrator can customize several aspects of the Links page function and display by modifying the `$_CONF['path']/plugins/links/config.php` page. These include:

- Whether or not users need to be logged in to view the links page
- Whether or not to use a 'submission queue' for added links (requiring approval by an admin before being displayed)
- Whether or not a 'New Links' section appears in the 'What's New' block
- How long New Links remain in the 'What's New' block
- Whether or not to provide a link to the Links page in the top menu
- Number of columns of links sections to display (default is 3 columns)
- Number of links displayed per section
- Whether or not to notify the admin when links are added

Retrieved from "<http://wiki.geeklog.net/wiki/index.php/Links>"

## Plugin Links

From GeeklogWiki

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### Introduction

The Links plugin has been created by the folks at [Geeklog](#). This plugin allows you to administer a directory of links for your website. The links plugin is installed by default, and can either be disabled or uninstalled if you do not plan to use it.

### Renaming The Link To Links

The Links plugin adds a *Web Resources* link to your menubar. To rename the link:

1. Open `plugins/links/language/english.php` in a plain-text editor.
2. Find `114 => 'Web Resources'` and replace *Web Resources* with the text you want (e.g. *Links*). Ensure that you keep the quotes and all other characters intact.
3. Save your changes.
4. Upload the file onto your webserver, overwriting the existing file.

### Managing Links

#### Accessing The Links Plugin

1. Log into your website through your web browser as an administrator.
2. Click the *Links* link in the **Admins Only** block.

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### Creating A New Link

1. Log into your website through your web browser as an administrator.
2. Click the *Links* link in the **Admins Only** block.
3. Click the *Create New* link.
4. Complete the fields. You may leave the Link ID and Link Hits fields as the defaults, although you may want to change the Link ID to something readable.
5. Change the permissions if desired.
6. Click the Save button.

### Editing A Link

1. Log into your website through your web browser as an administrator.
2. Click the *Links* link in the **Admins Only** block.
3. Click the pencil icon next to the link you want to edit.
4. Make your changes and click the Save button.

### Deleting A Link

1. Log into your website through your web browser as an administrator.
2. Click the *Links* link in the **Admins Only** block.
3. Click the pencil icon next to the link you want to delete.
4. Click the Delete button.

Retrieved from "<http://wiki.geeklog.net/wiki/index.php/PluginLinks14>"

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# Polls

## From GeeklogWiki

To setup a new Poll, you have to use the Admin Feature "Polls". With the function "New Poll" you will get to a menu to set up the new Poll.

A Poll is made of a Poll ID, which is used internally to identify the poll, and should not include spaces.

Next, there is a Question which the Users will read and (hopefully) answer.

Further, there are possible answers. The maximum allowable number of answers is setup in the config.php.

You should predefine at least two answers and you can pre-set already a certain numbers of votes given to each answer. This is good in case you transfer a poll form another system. It also allows you to correct the poll later in case you think that there were some bogus votings.

You can allow or disallow comments. Depending on the setting in the config.php, users will have to be logged in to give comments or not.

Further, you can choose if you want this poll to be shown on the frontpage. If you DO NOT show a poll on the frontpage, no-one will be able to vote. Voting is only possible through the Poll Block. If this block is not shown, there is also no voting possible.

Retrieved from "<http://wiki.geeklog.net/wiki/index.php/Polls>"



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## Polls Plugin

Polls used to be an integral part of the Geeklog core code, but have been moved to a plugin as of Geeklog 1.4.0.

### Configuration File

The polls plugin has its own configuration file, located at `/path/to/geeklog/plugins/polls/config.php`. There you will find the following options:

Variable	Default Value	Description
<code>pollsloginrequired</code>	0	When set to 1, only registered users can access the list of recent polls. Please note that <code>\$_CONF['loginrequired']</code> in <code>config.php</code> takes precedence over this setting. So when 'loginrequired' is set to 1, anonymous users can not access the recent polls even when 'pollsloginrequired' is set to 0.
<code>maxanswers</code>	10	Maximum number of possible answers for the poll editor
<code>answerorder</code>	submitorder	Sort answers by the number of results ('voteorder') or keep the order in which they were entered ('submitorder')
<code>pollcookietime</code>	86400	Number of seconds to set a poll answer cookie to time out on
<code>polladresstime</code>	604800	Number of seconds to set a poll answer IP address to time out on
<code>delete_polls</code>	0	Defines what to do when a user is deleted that is the owner of a poll. When set to 0, all polls owned by the deleted user will be assigned to a user of the "Root" group (e.g. the site admin). When set to 1, the polls are deleted, including all the comments posted on that poll.

### How do the polls work?

(Taken from the [Geeklog FAQ](#))

In order to prevent manipulation of polls (or at least make it harder), Geeklog does two things when you vote:

1. It stores a cookie
2. It stores your IP address

Both the cookie and the IP are valid for a certain amount of time (see below) and during that time, you can't vote again on the same poll.

The amount of time your cookie and IP are stored can be changed in the polls plugin's `config.php`:

```
$_PO_CONF['pollcookietime'] = 86400;  
$_PO_CONF['polladresstime'] = 604800;
```

Both times are in seconds, i.e. the cookie is valid for 24 hours and the IP is stored for a week.

In setups where more than one person uses the same computer or the same IP address, you can set one (or both) of them to 1.

Please keep in mind that **any** poll can be manipulated, so you shouldn't take the results too seriously.



## Trackback and Pingback in Geeklog 1.4

Tuesday, November 22 2005 @ 02:05 PM EST

Contributed by: [Dirk](#)

Views: 7,073

trackback and Pingback both provide a convenient solution for the same problem: Making connections between posts on different sites. And since they are standardized, they can be sent to sites running other weblog / CMS software.

So let's say you've read about the release of [Geeklog 1.4.0b1](#), proceeded to download it, tried it out, and then posted a review on your own site. How can you let people visiting [geeklog.net](#) know about your review? Sure, you could post a comment under the announcement, adding a link back to your site. But with trackback and Pingback, you can do the same in a semi-automatic way without having to visit [geeklog.net](#).

In other words: A trackback comment is an automatically created comment, added to a post on some other site and pointing back to a post on your own site.

Technical details aside, the differences between trackback and Pingback boil down to this: A trackback contains, in addition to the link back to your post, the title of the post, the name of your site, and an excerpt of your post while Pingbacks contain only the link. Since they are much simpler Pingbacks can be sent mostly automatic while a trackback comment requires some interaction, especially for the excerpt.

### Sending

Once you've published your new article, Geeklog takes you to the Admin's list of stories in the system. There, in the last column, is a "Ping" icon that takes you to a form from where you can send trackbacks and Pingbacks for your article (and Ping weblog directories, but that will be covered in another article).

The first option, **Send Pingbacks**, does just that: It picks all the links from your article and attempts to send a Pingback to all of them. The Pingback protocol provides a way to detect if a site is accepting Pingbacks, so Geeklog will only really send Pingbacks to sites accepting them.

There's nothing else for you to do here. When it's done, Geeklog will give you a list of all the links it sent a Pingback to, and whether it succeeded or not.

Skipping the option to Ping weblog directories, the last option on the form is **Send trackback**. Clicking that button will take you to an editor where you can prepare the contents of the trackback comment. If the article contains more than one link, you will have to select the URL to which you want to send the trackback first. Geeklog will then also try to detect if the linked site is accepting trackbacks. If Geeklog can not detect the trackback URL automatically, you may still be able to copy and paste it manually from the linked site (assuming that it does indeed accept trackbacks).

When preparing the excerpt to send with the comment, please keep a few things in mind. First of all, the receiving site will most likely shorten your text, typically to something like 255 characters (the limit used by MovableType and Geeklog, for example). Your excerpt will also be plain-text only - all HTML will be stripped.

Most of all, you should consider that the excerpt is read by a visitor of that other site who usually doesn't know anything at all about your site. Your excerpt should therefore make it clear why you send that trackback. So it's important to select a portion of your post that refers to the post you're linking to.

**Note:** Actually, the only mandatory information to send in a trackback is the link back to your article. So if you don't feel like summarizing your article, you could simple leave the excerpt empty. But then you could have sent a Pingback in the first place ...

You can now preview your trackback (but keep in mind that it may actually look different on the receiving site, especially if it isn't running on Geeklog) and send it. Again, you will get a status message telling you if the trackback was sent successfully or not.

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## Receiving

On the receiving end, Geeklog doesn't make a difference between Pingbacks and trackbacks once it has received them. A Pingback is treated as a trackback without the excerpt and there's usually no way (and no need) to tell them apart once they've been stored in the database.

trackbacks and Pingbacks are displayed in a special section below the article. In the Professional theme, that area is between the article's text and the comments, but it could also be below the comments, if you change the article template file, `article/article.thtml`, accordingly.

## Spam

It has to be said: trackback is a huge spam magnet. For the spammers, this is a dream come true - a standardized way to send spam to any website that accepts trackbacks. Consequentially, Geeklog runs any trackbacks and Pingbacks it receives through Spam-X, the spam filter plugin. And Geeklog 1.4 ships with a Spam-X module for mass deletion of trackbacks, just in case.

Interestingly enough, in the 6+ months that I've been running two trackback-enabled Geeklog sites, I have yet to see a Pingback spam. I guess it's just less attractive, since you can really only send the link and none of those spammy keywords.

## Configuration options

There are several configuration options related to trackback and Pingback in your `config.php`.

First of all, you can disable trackback and Pingback independent of each other by setting one or both of the following to false:

```
// Disable trackback comments by setting this to 'false'
$_CONF['trackback_enabled'] = true;
```

```
// Disable pingbacks by setting this to 'false'
$_CONF['pingback_enabled'] = true;
```

You can also disable both trackback and Pingback (at the same time) for individual stories (just like disabling comments for a story) with a new option in the Admin's story editor. Here on [geeklog.net](http://geeklog.net), we did that for all stories prior to the 1.4.0b1 release announcement.

As with comments, you can also define the default setting for that Admin option, i.e. whether trackbacks should be allowed by default when you create a new article:

```
// Allow / disallow trackbacks and pingbacks to stories by default
// (can be changed individually for every story)
$_CONF['trackback_code'] = 0; // 0 = trackbacks enabled, -1 = disabled
```

The options for trackbacks in the What's New block are equivalent to the existing options for comments, i.e. you can define the interval for new trackbacks and you can hide the trackbacks section from the block:

```
// Following times are in seconds
$_CONF['newtrackbackinterval'] = 172800; // = 48 hours
```

```
// Set to 1 to hide a section from the What's New block:
$_CONF['hideneutrackbacks'] = 0;
```

You can choose to be notified when a new trackback or Pingback arrives at your site by adding 'trackback' and/or 'pingback' to the notification option:

```
// Send an email notification when a new submission has been made. The contents
// of the array can be any combination of 'story', 'comment', 'trackback',
// 'pingback', 'event', and 'user'.
// Example: $_CONF['notification'] = array ('story', 'event');
// The email will be sent to $_CONF['site_mail']
$_CONF['notification'] = array ();
```

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Another option defines how to handle multiple trackbacks and Pingbacks coming from the same source and for the same URL (i.e. article) on your site:

```
// how to handle multiple trackbacks and pingbacks from the same URL:  
// 0 = reject, 1 = only keep the latest, 2 = allow multiple posts  
$_CONF['multiple_trackbacks'] = 0;
```

I can't really think of a good reason why you should allow multiple trackbacks, other than maybe to allow the poster to correct mistakes (in which case you would want to set this option to 1).

And finally, a special option for Pingbacks:

```
// how to handle pingbacks from one article on our site to another:  
// 0 = skip, 1 = allow, with speed limit, 2 = allow, without speed limit  
$_CONF['pingback_self'] = 0;
```

trackbacks and Pingbacks are subject to a speed limit (using `$_CONF['commentsspeedlimit']`, i.e. the same speed limit as for comments). However, when you use Pingbacks on your own site to add backlinks to your own articles (e.g. to automatically add links to updates), you may find yourself in a situation where your new article links to more than one of your older articles. Due to the speed limit, only the first Pingback for those articles would make it through then. With the above option set to 2, you would allow Pingbacks without a speed limit, but only those coming from your own site. The default setting for this option is 0, which simply skips all attempts to send Pingbacks to your own site.

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## Trackback, Pingback, Ping

### Introduction

Trackbacks, Pingbacks, and Pings are mostly used in blog communities to inform other sites / blogs about updated blogs and comments made to blog posts. These methods are supported by many blog / CMS packages, so you can also send Trackbacks and Pingbacks to sites running on software other than Geeklog.

- Trackbacks are a means to connect a post you made on your blog to a post on another blog. E.g. Mary posts something on her blog. Peter reads that, makes a post about Mary's post on his own site and then sends a trackback to Mary's site, so that Mary and visitors of Mary's site will know about Peter's post.
- Pingbacks are pretty much the same as Trackbacks, they only use a different protocol.
- Sending a Ping is meant to inform sites that keep track of updated blogs that you've made a new post. These weblog directories or aggregators usually offer a way to subscribe to this update information, so that you don't have to visit several sites to find the new posts.

For more information, please consult Wikipedia on [TrackBack](#) and [Pingback](#). You can also spend some time reading up on [Weblogs](#) in general there ...

### Usage

To pick up the above example, here's how trackback, etc. work: Assume you're Peter and just read a post on Mary's blog about her little lamb. Say that post has the URL

`http://www.example.com/article.php/little-lamb.`

Peter now goes and writes a new story, linking to Mary's post. Something like:

```
I just read that Mary <a href="http://www.example.com/article.php/little-lamb">has  
a little lamb</a>. Hope she posts some pictures soon!
```

After saving that story, there is an option "send ping" in the Admin's list of stories (last column). Clicking on the link presents you with a list of options: Send Pingback, Send Ping, Send Trackback (some of those may have been disabled and not show up - [see below](#)).

### Pingback

Sending a Pingback is an automated process: After clicking on that link, Geeklog scans your story for links to other sites and tries to send a Pingback to all those sites that accept Pingbacks. The Pingback will automatically include a link back to your story.

### Trackback

(We're skipping sending Pings for the moment - [see below](#))

A Trackback can only be sent to one site, so you are now presented with a list of all the links in your story and have to choose which site should receive the trackback. Geeklog will then check if the site accepts trackbacks and try to determine the actual trackback URL to send the Trackback to.

You will now get a form that includes information about your post (title, URL, URL of your site and the text of your post). If Geeklog could determine the Trackback URL, that field will also be filled in. If the Trackback URL is missing, then either Geeklog could not find the Trackback URL by itself (in

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which case you can add it manually) or the target site (Mary's, in the above example) does not accept Trackbacks.

You can - and should - now edit the excerpt from your post. Please note that many sites will shorten the excerpt, typically to something like 255 characters. Also keep in mind that the excerpt will be displayed on Mary's site, so it should contain a portion of your post that will make it clear to a visitor of Mary's site why that post shows up there (i.e. it should somehow refer to Mary's post).

You can then choose to see a preview of your post (but keep in mind that it may not be displayed in the exact same way on Mary's site) and / or send the Trackback.

### Trackback vs. Pingback

Since, as mentioned above, Trackback and Pingback offer pretty much the same functionality, you should really only send one of the two. So if Mary's site offers both options, you should think about which of the two makes more sense to you for that particular post.

Pingbacks provide less information (typically only a link back to your site) but they are automated and therefore easier and faster to send. Trackbacks allow you to send more information (e.g. an excerpt from your post) but preparing that information takes more time.

### Receiving Trackbacks and Pingbacks

Your Geeklog site will, of course, be able to receive Trackbacks and Pingbacks to your stories. They will show up in a dedicated section below the story, similar to the section for comments. Once received, Geeklog will treat Trackbacks and Pingbacks the same, so you won't be able to tell the difference.

When you disable Trackbacks and / or Pingbacks in `config.php`, you will also disable receiving them.

### Ping

Pings are meant to be sent to certain websites that keep track of blog posts. Geeklog comes pre-configured for pinging [Ping-o-Matic](#), a service that in turn will ping other services (see their site for details). You can easily add others or delete / disable the existing entry (from the Admin's "Trackback" entry).

Weblog directory services will usually accept either a standard or an extended ping. The difference is that the "extended" Ping will also include a link to your site's feed (RSS, Atom, or whatever you chose).

When you click on the "Send Ping" button for a story, all currently enabled weblog directories will be notified automatically.

Pinging a weblog directory service will also ensure that your site is included in Google's blog search.

### Disabling Trackbacks

Since these functions may not be needed on certain sites (e.g. corporate sites), they can be switched off individually in [config.php](#).

Note that "Trackback" is sometimes used as a generic term for both trackbacks and pingbacks. So when you disable trackbacks but leave pingbacks enabled, you will still see references to "Trackback" in a few places.

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Only when all three, i.e. trackbacks, pingbacks, and pings are disabled will the "Trackback" entry vanish from the Admins Only block. At that point, the only reference to trackbacks that you'll still see is the drop-down menu entry in the Admin's story editor (to enable/disable trackbacks on a per-story basis). But its setting is overridden by the `config.php` entries, so it can be ignored.

### Further reading

Also see the following two articles on the Geeklog homepage:

- [Trackback and Pingback in Geeklog 1.4](#)

[Sending a Ping in Geeklog 1.4](#)

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## Spamx Plugin

From GeeklogWiki

### Spamx Geeklog Plugin

The Geeklog SpamX plugin was created to fight the problem of comment spam for Geeklog systems. If you are unfamiliar with comment spam you might see the Comment Spam Manifesto at [http://kalsey.com/2003/11/comment\\_spam\\_manifesto/](http://kalsey.com/2003/11/comment_spam_manifesto/). The main mechanism SpamX uses to fight comment spam is to use the blacklist created by Jay Allen and Movable type Users - MT-Blacklist. You can find out info about this project at [http://www.jayallen.org/comment\\_spam/](http://www.jayallen.org/comment_spam/). Jay has taken it upon himself not only to write and support the plugin for movable type but also to maintain the blacklist. This requires human effort to review all the submissions and determine which are really spam and which are just noise. If you have a few extra bucks drop by Jay's website above and drop a few dollars in his paypal account to show your appreciation.

The MT-Blacklist theory is that comment spammers do it to increase their google rankings and therefore the link is all important. The MT-Blacklist therefore only filters on urls.

The MT-Blacklist is only one part of the Geeklog SpamX plugin however. The SpamX plugin has its own personal blacklist that you can add to. You can use it to filter anything from comments. One option is to import the Geeklog censor list and ban all comments which contain one of those words. This or an expanded list might be usefull for a website that caters to children. Then no comments with offensive language could be posted.

The SpamX plugin was built to be expandable to easily adapt to changes the comment spammers might make. There are three types of modules admin, examin and action. A new module is contained in a file and can simply be dropped in and it will be added to the plugin. The modules with which the plugin ships are:

#### Admin

- View SpamX log
- Update MT-Blacklist
- Edit Personal Blacklist
- View/Import Other Personal Blacklists
- Configure Spamx Modules

#### Examine

- MT-Blacklist
- Personal Blacklist

#### Action



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- Delete Comment if on Blacklist
- Mail Admin if Comment Rejected. (requires 1.3.9)

Other modules can be just dropped into place. Planned modules include:

### Admin

- Easy mass deletion of spam comments.
- Parsing comments and automatic adding spam links.
- Comparing MT-Blacklist and personal blacklist to eliminate duplications.

### Examine

- Other parsing of comments like making links clickable.
- Specialized blacklists. (These are in planning stages).

### Action

- Save comment for review.

One feature of the SpamX plugin is the ability to share your blacklist and to view and import the Blacklists of other SpamX plugin users. Your participation in this will help give early warning to other SpamX plugin users. This facility will also make it possible to create special blacklists for different classes of users such as k-12 schools. The sharing of blacklists uses rss feeds to distribute the blacklists. If anyone wants to create a special blacklist I will make the server and interface scripts to facilitate this.

TomW

## Geeklog Spam-X Plugin

### Introduction

The Geeklog Spam-X plugin was created to fight the problem of comment spam for Geeklog systems. If you are unfamiliar with comment spam you might see the [Comment Spam Manifesto](#).

Spam protection in Geeklog is mostly based on the Spam-X plugin, originally developed by Tom Willet. It has a modular architecture that allows it to be extended with new modules to fight the spammer's latest tricks, should the need arise.

### What is being checked for spam?

Geeklog and the Spam-X plugin will check the following for spam:

- Story submissions
- Comments
- Trackbacks and Pingbacks

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- Event submissions
- Link submissions
- The text sent with the "Email story to a friend" option
- Emails sent to users via the "send email" form from their profile page
- A user's profile

## E-Mail Users

Send email messages to different groups.

## E-Mail settings

### From GeeklogWiki

Starting with Geeklog 1.3.9, Geeklog uses the PEAR::Mail class to send all emails. You can then select whether emails should be sent through SMTP, sendmail, or PHP's `mail()` function.

Within `$_CONF['mail_settings']` you have the following options

Variable	Default Value	Description
backend	mail	Used to select how to send email. Can be one of 'smtp', 'sendmail', or 'mail'.
sendmail_path	<code>/usr/bin/sendmail</code>	If you chose 'sendmail' for the backend setting, this specifies the complete path to the sendmail binary.
sendmail_args	<i>(empty)</i>	If you chose 'sendmail' for the backend setting, this variable can be used to pass additional parameters to the sendmail binary.
host	smtp.example.com	If you chose 'smtp' for the backend setting, this is the SMTP server to use.
port	25	If you chose 'smtp' for the backend setting, this is the port number to talk to on the SMTP server.
auth	false	If you chose 'smtp' for the backend setting, set this to <code>true</code> if your SMTP server requires authorization, and <code>false</code> if it doesn't.
username	smtp-username	If you chose 'smtp' for the backend setting, this is the name of your SMTP account.
password	smtp-password	If you chose 'smtp' for the backend setting, this is the password for your SMTP account.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/E-Mail\\_settings](http://wiki.geeklog.net/wiki/index.php/E-Mail_settings)"

# Backup and Restore a Database

From GeeklogWiki

## Contents

- [1 Intro](#)
  - [1.1 Creating A Database Backup In Geeklog](#)
  - [1.2 Restoring A Database In phpMyAdmin](#)
    - [1.2.1 Delete your existing database](#)
    - [1.2.2 Restore a database](#)

## Intro

It is advisable to create a backup of your database regularly (or after major changes to your site). With these backups, you can restore all of the data on your site.

### Creating A Database Backup In Geeklog

1. Log into your site.
2. In the **Admins Only** block on the left, click the "DB Backups" link. Any previously created backups will be listed here.
3. Click the "Create New" link.
4. If you want to store a copy of the backup on your computer, you will need to download it via FTP (or however you access your site to upload and download files). The backups are stored in the backups/ folder.

### Restoring A Database In phpMyAdmin

These instructions are for use with website hosts who provide phpMyAdmin for the administration of databases. Please contact your website host for information on how to access phpMyAdmin (if available) or to determine what is available for you to manage your database.

### Delete your existing database

Before you can restore your database, you will need to delete the existing one. **Before you delete your database, make sure you have created a backup! There is no Undo button.**

1. Log into phpMyAdmin .

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2. Select your database from the dropdown list on the left.
3. In the main window (the large one on the right), scroll to the bottom and click "Check All".
4. In the "With selected" dropdown box, select "Drop".
5. Click the "Yes" button to confirm that you want to drop the tables.

### Restore a database

1. Log into phpMyAdmin if you haven't already.
2. Select your database from the dropdown list on the left.
3. Click the "SQL" tab at the top of the main window.
4. Click the "Browse" button. Find and select your database-backup file.
5. Click the second "Go" button.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Backup\\_and\\_restore\\_a\\_database](http://wiki.geeklog.net/wiki/index.php/Backup_and_restore_a_database)"

# Beginner's Guide to Programming

From GeeklogWiki

By [Alan McKay](#)

Geeklog is a powerful weblog (blog) content management system (CMS) which is written in the popular programming language [PHP](#), and uses the popular [MySQL](#) database. While Geeklog is powerful enough that many users will not have a need to write their own applications for it, it is flexible enough to allow those who do require extra functionality to do so easily. These people write there programs in PHP, with some minor restrictions and using the Geeklog function library.

## Contents

- [1 Hello, World](#)
- [2 Security](#)
- [3 Where to put it](#)
- [4 To Plug it in, or not](#)
- [5 Some Odds and Ends](#)
- [6 Functions, Bring Me Functions!](#)
- [7 Using the Database](#)
  - [7.1 Adding to \\$ TABLES](#)
  - [7.2 Get on with it!](#)
- [8 Defining Functions](#)
- [9 Support and Such](#)

## Hello, World

The first program you write in any computer language is "Hello World", and here it is in Geeklog. This is saved in a file "hello.php" in Geeklog's "public\_html" directory, and so is surfable at <http://www.example.com/hello.php>

```
<?php
```

```
require_once( 'lib-common.php' );  
$display = COM_siteHeader();  
$display .= "Hello World";
```

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```
$display .= COM_siteFooter();  
echo $display;
```

?>

There are a few important things to be noted from the given program.

- geeklog programs stay in PHP mode - there is no flipping back and forth between PHP and HTML as is possible in the PHP language. This means that all programs have "<?php" on the first line, and "?>" on the last line, and everything in between is PHP code.
- there is only ever 1 "echo" statement to spit out the HTML. The whole rest of the program up to this point is simply putting together a string of HTML which gets spit out at the bottom. For debugging purposes you can put "echo" statements elsewhere and this output will appear at the top of the screen. But aside from debugging, in general you only have a single "echo" statement at the bottom.
- "lib-common.php" is the single file which must be included in all your Geeklog programs. It includes everything else you need unless you decide to make your own include files, so it's one-stop shopping.
- there are functions in Geeklog to do lots of stuff for you - like for example COM\_siteHeader() and COM\_siteFooter(). In general Geeklog functions start with 2 or 3 capital letters and an underscore - this tells you what type of function it is. Then the name of the function. COM\_ functions are "common" functions - not a terribly meaningful name. But SEC\_ functions like SEC\_inGroup() which allows you to test if a user is in a particular group, allow your programs to access some of the powerful security features of Geeklog. And DB\_ commands allow you to access the Geeklog database.

## Security

Speaking of the powerful Geeklog security model (one of the key reasons I originally chose Geeklog for my sites), let's alter the hello world program such that any user in the "geeker" user group will see the "hello world" message, but anyone not in that group (which includes users not logged in) will get a "permission denied" error.

```
<?php  
  
require_once( 'lib-common.php' );  
  
$display = COM_siteHeader();  
  
if ( SEC_inGroup( 'geeker' ) )  
    $display .= "Hello World";  
else  
    $display .= "Access Denied";  
  
$display .= COM_siteFooter();  
  
echo $display;  
  
?>
```

To check out the full range of security functions available to you, and how to use them, read the /path/to/geeklog/system/lib-security.php file, which is where they are implemented.

Though the above code format is a bit clunky and not terribly useful, so let's make another change which shows us how most programs deal with group permissions issues.

```
<?php
```

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```
require_once( 'lib-common.php' );

$display = COM_siteHeader();

if ( ! SEC_inGroup( 'geeker' ) )
{
    $display .= "Access Denied";
    $display .= COM_siteFooter();
    echo $display;
    exit;
}

$display .= "Hello World";

// do some other stuff here

$display .= COM_siteFooter();

echo $display;

?>
```

The big difference in this version of the program is that right at the top of the program we test for group permissions, and if the users does not have them we display the site footer, then exit. So a user not in the 'geeker' group will end right there and never see what the rest of the program does. Very simple, but very powerful! This is precisely how you control access to you pages in Geeklog!

## Where to put it

If you are only writing a small program, then sticking a single file in the public\_html directory as shown above will work fine. As soon as you get to the point, however, when you start having your own include files and so on, you probably want to create a directory for it. In our case we could create a directory in "public\_html" called "hello", and then create a file "index.php" with the above program. This will require a very minor change to the original program - see if you can pick it out before peeking :

```
<?php

require_once( '../lib-common.php' );

$display = COM_siteHeader();

$display .= "Hello World";

$display .= COM_siteFooter();

echo $display;

?>
```

Yup, that's right, we had to add "../" to the "lib-common.php" in the "require\_once" (which BTW is a type of "include" in PHP). The reason is simple : lib-common.php lives in public\_html, and our first program was in that directory as well. This new program is in a subdirectory of public\_html, so we have to go to the parent directory to get our include file.



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If you want to keep your geeklog installation "pure", as I usually do, you can also put your program directory somewhere outside of the geeklog directory, and use directives for your webserver to map that directory into the web space of your geeklog installation. That's easier than it sounds - with Apache just use the "Alias" directive in your apache config file, like this :

```
Alias /hello/ "/path/to/your/hello/"
```

Of course, this means that your `require_once` statement will have to contain the full path to `lib-common.php`

```
require_once( '/path/to/geeklog/public_html/lib-common.php' );
```

## To Plug it in, or not

This is a bit of an advanced topic which in some ways is out of place at this point, but just about everyone who knows Geeklog and has used it a bit, knows about [\[\[Geeklog plugins](#). And when writing your own Geeklog programs, this will obviously be something in your mind. Not all Geeklog programs are plugins - and the above examples are not. Plugins involve writing your program in a specific way, and defining specific functions which Geeklog will expect to find. It also involves making some entries in the Geeklog database to let Geeklog know that your plugin is there.

In general if you want to use the Geeklog comment engine, the Geeklog search engine (i.e. integrate your program data into the search feature of Geeklog), or the Geeklog submission engine, you must write a plugin. Otherwise you can just write code. Size doesn't matter. There is no limit after which you have to make it a plugin.

## Some Odds and Ends

A couple of more quick points on some basic Geeklog stuff

- the `$_USER` array comes pre-populated for you by Geeklog. If `$_USER['uid']` is greater than 1, then you know your user is logged on. Otherwise they are anonymous. So in the above example if you wanted to test for "logged on user" rather than "member of geeker group", just change the 'if' statement accordingly. This array contains all of the user table from geeklog, the next most useful subscript being `$_USER['username']`
- the `$_CONF` array contains everything you set in your `config.php`, if you need it. Just check `config.php` for what all is there.
- both of the above arrays are global, and as such if you use them in a function you must declare them in the function with the 'global' directive, as is normal for PHP. Outside of any function in the main body of the program they can be just used.

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### Functions, Bring Me Functions!

We've already seen two of the most widely used functions that Geeklog has to offer - `COM_siteHeader()` and `COM_siteFooter()`. It is important to note with this that there are optional parameters you can pass to each of them to achieve certain results. `COM_siteHeader()` displays the header and the left blocks, while it's partner controls the footer and the right blocks. By default `COM_siteHeader()` displays the left blocks, and by default `COM_siteFooter()` does not display the right blocks. Check the source code in `lib-common.php` for details on how to change this behavior.

Another set of similar workhorse functions which are also defined in `lib-common.php` along with the aforementioned functions are `COM_startBlock()` and `COM_endBlock()`. `COM_startBlock()` accepts 3 optional parameters : title, helpfile and template. The most useful and almost always used is title, which is a text string which will appear in the title bar of the block. If a helpfile is specified, Geeklog will display the help question mark icon and link to a help file for that block. And by default the 'blockheader.shtml' template is used unless another is specified. `COM_endBlock()` **must** be called once for each call to `COM_startBlock()`, and it's only optional parameter is template, the default being `blockfooter.shtml`.

Blocks can be nested inside of each other, which is obvious by simply looking at just about any geeklog website.

```
<?php
require_once( 'lib-common.php' );

$display = COM_siteHeader();

$display .= COM_startBlock("Outer Block")
    . "This text should be inside the outer block but outside the inner
block"
    . COM_startBlock("Inner Block")
    . "This text should be inside the inner block"
    . COM_endBlock()
    . COM_endBlock();

$display .= COM_siteFooter();

echo $display;

?>
```

When using nested blocks inside of HTML tables, one simply has to be certain to call `COM_endBlock()` in the right place since these functions output HTML tables as well, and otherwise the display may not render properly.

```
<?php
require_once( 'lib-common.php' );

$display = COM_siteHeader();

$display .= COM_startBlock("Outer Block")
    . "This text should be inside the outer block but outside the inner
blocks"
    . "<table align=center width=100% border=0>"
```

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```
. "<tr><td align=center width=50%>"
. COM_startBlock("Left Inner Block")
. "This text should be inside the left inner block"
. COM_endBlock()
. "</td>"
. "<td align=center width=50%>"
. COM_startBlock("Left Inner Block")
. "This text should be inside the right inner block"
. COM_endBlock()
. "</td></tr></table>"
. "This text should be below the inner blocks but inside the outer
block"
. COM_endBlock();

$display .= COM_siteFooter();

echo $display;

?>
```

The great advantage of using these two functions is that whenever the site admin or user changes their Geeklog theme, your GUI will change to match. Your program will always retain the same look-and-feel of the site in general.

There are also some useful HTML form functions found in lib-common.php which come in very handy and make life a bit easier. **COM\_optionList( \$table, \$selection, \$selected=, \$sortcol=1 )**. *This creates an HTML "<option" list generated from the given table, using the passed variable "\$selected" in the SELECT statement of the HTML query. See source code for a better idea of what the function does, but it is very useful.*

In a similar vein, **COM\_checkList( \$table, \$selection, \$where=, \$selected= )** creates a list of check boxes from the given table, with the given select and where clauses being passed to the SQL statement inside the function.

One more useful function is the **COM\_errorLog(\$logentry, \$actionid = )** *function which logs to the Geeklog logfile if \$actionid is 1, or to the screen if it is set to 2.*

**COM\_checkWords( \$Message )** gives you access to Geeklog's (somewhat rudimentary) profanity filter. We find it to be not terribly useful since if you include for example the word "cock" in your filter, you will also filter out the completely innocuous word "peacock". If you nonetheless want to use the geeklog profanity filter, simply do this :

```
$text = COM_checkWords( $text )
```

**COM\_mail( \$to, \$subject, \$message, \$from = , \$html = false, \$priority = 0 )** *does exactly what the name suggests and lets you send mail to someone.*

There are far too many functions in lib-common.php to discuss here, so we'll end off with two very important ones which can be used for accessing query-string variables. What's a query string? If you have a URL like this :

```
http://www.example.com/someprogram.php?variable=value&othervariable=othervalue
```

The query string is the part after the question mark - the stuff you pass into your program. In this example, inside the text of someprogram.php, if the PHP installation has "register\_globals" turned on, the

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variable "\$variable" will automagically exist in the program and will have the value "value". But there are certain security problems with using "register\_globals" in PHP so a lot of people do not like to have it turned on. Unfortunately Geeklog requires that it be turned on (at least for now until the programmers get it rewritten to eliminate the need), so to mitigate the risks involved you can use special functions to obtain your query string variables.

Near the top of your program simply insert something like the following, first to define which are the only global variables your program expects to see, then finally to safely obtain the value of those variables :

```
COM_setArgNames(array('variable','othervariable'));
$variable       = COM_getArgument('variable');
$othervariable  = COM_getArgument('othervariable');
```

## Using the Database

Geeklog has a database abstraction layer which in theory makes it possible for you to use any database as the backend for it. Though in practice the Geeklog team has only implemented a backend for the popular [MySQL](#) database. In any case, when programming Geeklog you do not use the regular PHP database functions - instead you use the DB\_ functions which behave almost identially to the PHP functions that have similar names.

Another important thing to note about Geeklog is that you should never use table names directly in your queries. Instead, you should use the \$\_TABLES global variable, and add your own table names to it if you make your own tables. The reason for this is simply that Geeklog allows the installer to specify a "table prefix", so if you use table names directly your code will not run on another Geeklog installation that uses a different table prefix. Even if you think you'll never want to run your code on another Geeklog installation, we recommend you do things properly because you never do know. I've written code that I thought would never have to run in another installation, and sure enough 2 years later I have to go back and convert it all to use the \$\_TABLES array because now I do indeed want to run it on another installation that is using a different table prefix.

One final very important thing to state about using the Geeklog database is that **under no circumstances whatsoever should you ever alter the default Geeklog tables**. One example of where you might be tempted to do this is if you want to track a specific option for users - you may be tempted to add a field or two to the Geeklog "users" table. Say for example you are writing a program "buysell" which allows users to enter items into the database to put them up for sale to other users. And when browsing the database to see what is for sale, you want each user to decide whether or not they want to see their own items. You may be tempted to add a boolean field "seeown" to the Geeklog users table, but don't do it! Instead, create your own table "buysell\_userprefs" and add whatever fields you require to this new table. At very least we need a field for the userid - so we'll call it "bsp\_uid", and we need a field for "see your own items" so we'll call it "bsp\_seeown".

In general we like to give table fields names that have an abbreviation of the table name at the beginning of every field. So in our case this is a table which contains "buy sell preferences" for each user, so we'll name all the fields "bsp\_". This is optional, but we've found it to be a good practice so that you do not end up with fields from various tables with the same name - something that can under circumstances cause problems in your queries, or unexpected results.

## Adding to \$\_TABLES

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As already mentioned, if you define your own tables, you have to add them to the global `$_TABLES` variable.

```
$_TABLES['buysell_userprefs'] = $_DB_table_prefix . 'buysell_userprefs';
```

Note that we've included the Geeklog global variable for table prefix, so that our code will work in all Geeklog installations. And of course you need one line for every table you are adding to the Geeklog database. And finally, like any global variable in Geeklog you must declare it global in a function if you want to use it in that function.

When doing a plugin you usually put this into the `config.php` for your plugin. If not doing a plugin you have several options on where to put it, depending upon how you have your code organised. If you have one big file, then put it at the top of that file. If you have an include file that gets included by all the programs you are writing, put it there. Basically you have to put it wherever you can that will ensure it gets executed by all of your programs and is visible by all of your programs.

### Get on with it!

And finally we can show you how to put it all together. Let's write a simple little program that does nothing more than show you what your 'bsp\_seeown' preference is set to.

```
<?php
require_once('lib-common.php');

$display = COM_siteHeader();

if ( $_USER['uid'] < 2 ) {
    $display .= "You are not logged in";
    $display .= COM_siteFooter();
    echo $display;
    exit;
}

$_TABLES['buysell_userprefs'] = $_DB_table_prefix . 'buysell_userprefs';

$sql = "SELECT bsp_seeown FROM {$_TABLES['buysell_userprefs']} "
      . " WHERE {$_TABLES['buysell_userprefs']}.bsp_uid = {$_USER['uid']} ";
$result = DB_query( $sql );
if ( ! $result ) {
    // some error condition and possibly exit
}
if ( DB_numRows( $result ) <> 1 ) {
    // there should be precisely one entry for each user
    // otherwise you may want to flag an error condition
    // or you may want to alternately check to see if this
    // value is less than 1 first, in which case they user
    // has not yet set their preferences
}
$bsp = DB_fetchArray( $result );
if ( ! $bsp ) {
    // some error condition
}

$display .= COM_startBlock("Your Preference is")
          . $bsp['bsp_seeown']
          . COM_endBlock();
```

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```
$display .= COM_siteFooter();  
  
echo $display;  
  
?>
```

Wow! There's lots going on in this program! A lot more than what we might have expected! First and foremost note that there are lots of potential error conditions to check for, when using the Geeklog database. This is no different from just programming MySQL with the normal PHP functions, actually. It is always a best practice to check for error conditions and react accordingly.

Before we looked up the user's preference, we of course first did a check to make sure they were logged on, and if not we exited. Then, you can see how we added our table to the `$_TABLES` global variable, and then inside of the `SELECT` statement used the `$_TABLES` variable to ensure our code is portable. If you wanted to move this to another system you do not have to change a thing!

As for the specific `DB_` functions we used, they behave in the same way as the PHP MySQL functions with similar names. If you aren't familiar with how they work, check the Geeklog source code as well as the PHP manual. For a full listing of all the `DB_` functions available to you, check out `/path/to/geeklog/system/lib-database.php`

## Defining Functions

Defining functions in Geeklog is of course no different from doing so in PHP. Though there are a few lessons to be learned from the Geeklog coding style. One handy thing to do is pick a 3 to 5 character prefix for all of your functions. This will help prevent you and some other developer from walking on each others toes and writing plugins or other Geeklog programs which are incompatible with each other. For example in my [User Pages Plugin](#) I chose the prefix "UPAGE\_" for everyone one of my own functions.

Figuring out how to do return codes from functions is never easy in Geeklog or PHP in general. Many functions will return strings of HTML formatted text, and so returning error conditions is not easy. There is no one solution for every circumstance - though I've found 2 solutions work most of the time. If you hit an error condition in your function you can either return a NULL string so the caller can check for NULL string, or you can just return a string with an error message about the problem encountered, in which case the caller will not really know something went wrong - which may or may not matter. It depends on your caller.

Let's have a look at a couple of functions for making HTML select boxes out of the database. The first function is essentially the same as the Geeklog function `COM_optionList` although it does get called with different parameters, and the Geeklog function is a bit more powerful.

One thing you will see first off in the below function definition is that PHP gives you a means to specify default values for function parameters. This means that when calling the function, only the first two parameters "myName" and "myOptions" need be specified. myName is the name this element will have (variable name) and myOptions is a list of options separated by the "mySep" character which by default is "|".

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An important aspect to understand about default values for parameters is that you can only allow the X right-most parameters to have a default value. That is to say you cannot specify a default value for the 1st parameter, then none for the 2nd, then one for the 3rd and so on. The first zero or more parameters will have no default, then after the first one that has a default value all the rest must also have default values. And also when calling the function that we have below, if I wanted to override the default for "mySep" for example by passing a value in, then I also have to override the defaults for every parameter to the left of it - so I must also specify overrides for "myDefault", "myMulti" and "mySize".

So I could call the function in any of the following ways :

```
$display .= SSM_inputSelect( "SelectBox", "one|two|three" );
$display .= SSM_inputSelect( "SelectBox", "one|two|three", "one" );
$display .= SSM_inputSelect( "SelectBox", "one|two|three", "one", 0 );
$display .= SSM_inputSelect( "SelectBox", "one|two|three", "one", 0, 1 );
$display .= SSM_inputSelect( "SelectBox", "one:two:three", "one", 0, 1, ":" );
```

and so on. BUT I could not do this if all I wanted to specify was "mySep" :

```
$display .= SSM_inputSelect( "SelectBox", "one:two:three", , , , ":" );
```

So the moral of the story is that if you are having parameters with default values you have to give some consideration to the order of the arguments. You want the ones least likely to be overridden to be the right-most, and the ones most likely to be overridden to be left-most.

```
function SSM_inputSelect( $myName, $myOptions, $myDefault="", $myMulti=0,
                        $mySize=1, $mySep="|", $visible=true )
{
    $retval .= "
    . "<SELECT size=\" . $mySize . "\" name=\" . $myName . "\"";

    $retval .= ($myMulti == 0) ? ">" : " multiple>";

    $arrayOptions = explode($mySep,$myOptions);

    foreach ( $arrayOptions as $oneOption ) {
        $oneOption = trim($oneOption);
        if ( $myMulti == 0 )
            if ( $oneOption == $myDefault )
                $retval .= "<OPTION SELECTED>" . $oneOption .
"</OPTION>";
            else
                $retval .= "<OPTION>" . $oneOption . "</OPTION>";
        else
            if ( in_array( $oneOption, $myDefault ) )
                $retval .= "<OPTION SELECTED>" . $oneOption .
"</OPTION>";
            else
                $retval .= "<OPTION>" . $oneOption . "</OPTION>";
    }

    $retval .= "
    . "</SELECT>"
    . " ";

    return $retval;
}
```

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Now let's have a look at another function which builds on the above by allowing us to pull stuff out of the database and present it in an options list.

```
function SSM_inputSelectDBField( $myName, $myTable, $myField, $myDefault="",
                                $mySize=1, $myMulti=0, $extra="", $mySep="|" )
{
    // select distinct entries from the given field of given table
    $sql    = "SELECT DISTINCT " . $myField . " FROM " . $myTable
            . " ORDER BY " . $myField;

    // allows us to add an extra entry that was not in the DB

    if ( $extra != "" )
        $myOpts = $extra . $myOpts;

    $result = DB_query($sql);

    // format the data as required by SSM_inputSelect()

    while ( $R = DB_fetchArray( $result ) )
        if ( $myOpts == "" )
            $myOpts .= $R[$myField];
        else
            $myOpts .= $mySep . $R[$myField];

    // now call the guy doing the actual work

    $retstr .= SSM_inputSelect( $myName, $myOpts, $myDefault, $myMulti,
                                $mySize, $mySep );

    return $retstr;
}
```

And finally here is a similar function which once again builds upon "SSM\_inputSelect" but this time it takes an field of type ENUM and builds a SELECT box out of all the possible preset values of the ENUM.

// Does not yet allow multi select but should be rewritten to do this

```
function SSM_inputEnumDBField( $myName, $myTable, $myField, $myDefault="",
                                $visible=true )
{
    // query the DB to extract the enum values
    $qqq    = "DESCRIBE $myTable $myField";
    $result = DB_query( $qqq );
    $arow   = DB_fetchArray( $result );
    $myArr  = explode( ",", trim( strstr( $arow['Type'], "(" ), ")" ) );

    // now format the values as required by SSM_inputSelect()
    $idx=0;
    $cnt  = count($myArr);
    while($idx<$cnt)
    {
        $myArr[$idx] = trim( $myArr[$idx], " " );
        $idx++;
    }
    sort( $myArr );
}
```



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```
$myList          = implode( "|", $myArr );  
  
// now call our workhorse  
  
return SSM_inputSelect( $myName, $myList, $myDefault );  
}
```

The lesson here is that your functions should be well-defined and reusable. Here we could have written 2 different functions which have nothing to do with each other, but instead we wrote a 3rd base function first which the other 2 rely on to get the job done. Now if there is some substantial change in how I want the SELECT boxes drawn, I only have to make the change in one place.

## Support and Such

The best place for Geeklog support is of course [the main Geeklog site](#). But there are a few other great places to check including [Squatty](#) and [portalparts](#). Squatty and Blaine are hard-core Geeklog developers and are responsible for several popular themes, plugins and hacks.

If you want to report a bug or request a feature, set yourself up an account [here](#) and do so. If they don't know it is broken, they cannot fix it. I've reported several bugs and have had them fixed promptly. I've also tracked down and fixed several bugs and simply submitted the code which was accepted. And I've also requested several features which have been added over the years at my request. The Geeklog development team is small, but very dedicated and they love to get feedback from the user base.

Retrieved from "[http://wiki.geeklog.net/wiki/index.php/Beginner%27s\\_Guide\\_to\\_Programming](http://wiki.geeklog.net/wiki/index.php/Beginner%27s_Guide_to_Programming)"

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[Geeklog Documentation](#) - Installation Instructions

## Installing Geeklog

**New Installation**

**Upgrading To New Version**

**Common Problems**

[Pre-Installation Checklist](#)

[Installation Instructions](#)

[Pre-Upgrade Checklist](#)

[Upgrade Instructions](#)

[Installation](#)

[Post-Installation](#)

Glossary

**path:** A physical location on a server that describes where files and directories are. On Windows paths begin with the drive letter (c:/inetpub/wwwroot/), on \*nix paths start at root (/) like (/var/www/)

**url:** Uniform Resource Locator, the address of a specific piece of information on the web (<http://www.foo.com/>)

### PRE-INSTALLATION CHECKLIST (new installation)

Before installing Geeklog for the first time, please make sure you have or know the following:

A web server running PHP 4.1.0 or higher

A web server running MySQL 3.23.2 or higher, with access to a database or the ability to create a database

The ability to create a new database in MySQL or access to an existing one

A telnet or SSH connection to your web server (although FTP will work). This document will be written assuming you have command line access to your server, but we will note the major differences for FTP users.

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- . The ability to unpack a tarball (file ending in tar.gz)
- . You know the difference between a path and a URL
- . You know how to determine your system paths

## SPECIAL NOTE ABOUT PARSE ERRORS:

Some users have reported that WinZip corrupts certain files in the Geeklog tarball during decompression which will cause errors during the installation process. You are strongly urged not to use WinZip. Try WinRAR if you must decompress the file locally, or better yet, unpack the file from your server (requires telnet/SSH access).

Parse errors can also be caused by using a WYSIWYG editor on lib-common.php, e.g. Dreamweaver - you should use a "plain text editor".

The following instructions will refer to the `public_html` directory a lot. Here is what this is all about:

Basically, a Geeklog installation consists of two parts: The part that is visible "to the world" - which is everything in the `public_html` directory. "public\_html" is a popular name for the world-accessible directory that can be found on a webserver ("htdocs" and "www" are other popular names). So if you have such a directory, just copy everything from Geeklog's `public_html` directory into that directory on your webserver. Then you only need to set up `$_CONF['path_html']` (in `config.php`) to point to that directory.

The other part of Geeklog, which is everything outside the `public_html` directory, should not be accessible via a URL since it contains sensitive information. So you should really put those files and directories outside of your document root (i.e. outside the web server's `public_html`, `htdocs`, or `www` directory). Then you only need to set up `$_CONF['path']` (again, in `config.php`) to point to the place where you put those files and directories.

Separating the install in this way will also ensure that you can access your Geeklog site directly via a domain name (if you have one), e.g. `http://www.yourdomain.com/`, and that you don't need to include "public\_html" in the URL.

If your hosting service does not allow you to install files outside of your document root, please see this FAQ entry on [geeklog.net](http://geeklog.net): [Installing Geeklog entirely within the web root.](#)

## INSTALLATION INSTRUCTIONS (new installation)

Please read this section **COMPLETELY** before beginning.

- . Unpack the tarball *\*within\** your web tree by running the following in your shell (this assumes you have ssh access and that you are working with the tarball *on the designated server* - this can be locally or hosted elsewhere):

```
tar -zxvf geeklog-1.4.1.tar.gz
```

**FTP, Windows Users:** unpack the tarball on your *local computer* and upload the result to your designated server. Everything uploads as ASCII except the images.

- . For \*nix installations the following may be required:

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```
chown -R webuser:webuser /path/to/geeklog
```

This guarantees that everything in that path belongs to you, typical settings are www:www or nobody:nobody and more often than not doesn't matter.

For \*nix installations cd into /path/to/geeklog and do the following:

```
chmod -R 775 logs
chmod -R 775 data
chmod -R 775 backups
chmod -R 775 public_html/backend
chmod -R 775 public_html/images/articles
chmod -R 775 public_html/images/topics
chmod -R 775 public_html/images/userphotos
```

**FTP Users:** If you're doing the chmod via a FTP client, you must also apply the chmod to the files **in** logs/ and public\_html/backend as well as the directories themselves. Most, if not all, ftp clients do not perform this command recursively. That means you need to set each file within each of these directories manually.

## SPECIAL NOTE:

**Not following step #3 correctly is the #1 reason why people receive errors when they first try to use Geeklog.** Take your time and get it right. Also, some users have reported problems if the above permissions are not set to 777. Try 775 first and only be more permissive if you receive an error message.

There is also a script at <http://yourgeeklogsite/admin/install/check.php> that can test the permissions for you.

Create the database you want Geeklog to reside in. You only need to create an empty database - the install script (see below) will create the tables for you.

If you are not familiar with using MySQL, you are urged to get [phpMyAdmin](#) and use it to create a new database. If you have no idea what the previous two sentences mean, contact your sysadmin for help.

Edit config.php with the appropriate settings for your server. For installation, this basically means "set your paths," as all other variables can be changed after a successful installation. The config.php file contains comments to help you out.

Windows users, you should be able to use the Unix '/' in your paths without any problems. Otherwise, you will need to use the doubled Windows slashes '\\'.  
*Please read the comments in config.php carefully.*

Edit **lib-common.php** and change the require\_once() at the top to point to the location of your **config.php** file.

Open your browser and navigate to <http://yourgeeklogsite/admin/install/install.php> and follow the directions!

Once you see the success message, you are ready to go. **You can now delete the admin/install directory** (and all files

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within it).

0. Read the first story on your Geeklog site to learn how to log in as the administrator. Please remember to change the default passwords on all pre-configured accounts right away.

If you run into problems or keep getting error messages, please see the section on [common installation problems](#) below.

## PRE-UPGRADE CHECKLIST (upgrade)

### WARNING:

Take extreme care to back up any files from your current Geeklog installation that have any custom code in them, especially lib-custom.php (where all custom code should reside). Be sure to back up any modified themes, images, and static pages from your current installation.

Also, please be sure to back up your database. We can't stress the importance of backing up your files and database enough.

**YOU HAVE BEEN WARNED.**

## UPGRADE INSTRUCTIONS (upgrade)

Upgrading is no different than a fresh installation except your database already exists and needs to be upgraded.

Back up any files with custom code in them and back up your database.

### SPECIAL NOTE:

Please pay special attention to the older config.php and lib-common.php files, as these files contain database and path information you entered the last time you installed Geeklog and this information **MUST** be copied over to the NEW config.php and lib-common.php files.

You can choose to either rename or remove your current Geeklog directory. Although in the end you will be deleting the older install it's probably safer to keep the old copy around for a few days \*just\* in-case you forgot to transfer some files.

Uncompress the new version and copy the result to the same path that your old installation had. For instance, if your old Geeklog was in /usr/home/www/geeklog/, then your new installation should also be in /usr/home/www/geeklog/.

As with a fresh install, edit your **config.php** and **lib-common.php**, basically just copying over the information from your old copies of these files.

If you are upgrading **from Geeklog 1.2 or earlier**, change to /path/to/geeklog/sql/updates and apply all

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needed database updates. For example, if you are upgrading from Geeklog 1.1, you will need to apply 1.1\_to\_1.2.sql and 1.2\_to\_1.2.2.sql which will upgrade your database to Geeklog 1.2.5-1. I say 1.2.5-1 because there were no database changes from 1.2.2 to 1.2.5-1 (e.g. a 1.2.2 database is the same as a 1.2.5-1 database). If you are uncomfortable using the MySQL command line to do this, you can do it via phpMyAdmin as well.

If you are upgrading from Geeklog 1.3 or later, you can skip this step.

Open your browser and navigate to **http://yourgeeklogsite/admin/install/install.php**. Enter your path to Geeklog and make sure you select **Upgrade Database** as the installation type, before you click on the "Next" button. The second step of the installation script should have an option to convert your database to the current version.

Please note that only "basic" version numbers are listed, because, for example, Geeklog 1.3.7 and 1.3.7sr2 use the same database. So if you're upgrading from Geeklog 1.3.7sr2, just select "1.3.7" (the same applies to 1.3.5 / 1.3.5sr1 / 1.3.5sr2 and all the various 1.3.8 versions).

Once you see the success message, your upgrade is complete. **You can now delete the admin/install directory** (and all files within it).

## INSTALLATION PROBLEMS (common problems)

Before you go any further, please open config.php **AND DOUBLE CHECK YOUR PATHS**. Bad paths, or typos in the paths will cause all sorts of errors in Geeklog.

When you get an error message, please read it carefully. Even if you're not familiar with PHP, it will give you a hint about what is wrong. Pay special attention at the paths contained in the error message. Wrong paths are the most common cause for problems.

If you get more than one error message, always start with the very first error - the others will often go away automatically once you've fixed the first one.

### I get the following error:

```
Parse error: parse error in /path/to/your/config.php on line 76
```

(line number may vary)

### Answer:

A parse error usually hints at a typo you've made. Check the file at the given line (the actual error may be in the line preceding the one mentioned in the error message).

Common problems are:

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not enclosing paths in single quotes properly

missing semicolon at the end of the line

using single quotes within a string (you need to write **Joe's Site** as **Joe\'s Site**, escaping the extra quote)

## I get the following errors:

```
Warning: main(some/path/to/system/databases/mysql.class.php): failed to open stream:  
No such file or directory in /path/to/your/system/lib-database.php on line 110
```

```
Fatal error: main(): Failed opening required  
'some/path/to/system/databases/mysql.class.php' (include_path='./some/other/path/')  
in /some/path/to/system/lib-database.php on line 110
```

(line numbers may vary)

## Answer:

The path that you've entered for the `$_CONF['path']` variable in `config.php` is not correct. Make sure you typed it correctly. Also make sure it uses an *absolute* path, i.e. one that starts at the root of your file system (and that it starts with a / under Unix/Linux or a drive letter under Windows).

## I get the following error:

```
1050: Table 'gl_access' already exists
```

## Answer:

You must have run the install script before (possibly unsuccessfully). To be on the safe side, drop the database and create a new, empty database before trying to run the install script again.

## During installation, I get one of the following errors:

### Case 1:

```
Parse error: parse error in ../../lib-common.php on line 2231
```

```
Fatal error: Cannot instantiate non-existent class: template in ../../lib-common.php  
on line 335
```

### Case 2:

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```
Parse error: parse error in /path/to/geeklog/public_html/lib-common.php on line 3036
```

```
Fatal error: Call to undefined function: plg_showcenterblock() in  
/path/to/geeklog/public_html/index.php on line 67
```

## Case 3:

```
Parse error: parse error, unexpected T_CONSTANT_ENCAPSED_STRING in  
/path/to/geeklog/public_html/lib-common.php on line 3815
```

```
Fatal error: Cannot instantiate non-existent class: template in  
/path/to/geeklog/public_html/lib-common.php on line 709
```

(line numbers may vary)

## Answer:

All of the above cases (and similar "parse error" messages you may get for lib-common.php, typically with a line number in the 3000 or 4000 range) indicate a **corrupted lib-common.php** file.

As noted [at the top of this document](#) this is usually caused by one of the following:

Uncompressing the tarball with certain versions of **WinZip** (try using WinRar instead)

Editing the lib-common.php with **Dreamweaver** or other so-called WYSIWYG HTML editors (use a simple text editor instead)

Editing the lib-common.php with "on-site" text editors built into tools like **Cpanel** (again, use a simple text editor instead)

You will need to unpack a fresh copy of the lib-common.php and edit it again, using a "normal" text editor. Windows users can find some recommendations for editors to use in [this](#) and [this](#) thread in the forums on geeklog.net.

## I get the following error:

```
Template Error: set_root: /some/path/to/public_html/layout/professional is not a  
directory. Halted.
```

## Answer:

This is a path problem again. Check the setting for **\$\_CONF['path\_html']**. If you did not change or rename Geeklog's public\_html directory, then there's no need to change that setting at all (restore the line to its original content). Otherwise, please read the comments above that line in config.php again carefully to understand how to change that line properly.

## I get the following error:

```
Warning: mysql_connect(): Access denied for user: 'username@localhost' (Using
```



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```
password: YES) in  
/path/to/geeklog/system/databases/mysql.class.php on line 104  
Cannot connect to DB server
```

(line number may vary)

## Answer:

First of all, make sure the database settings in `config.php` are correct, specifically the name and password of your MySQL user, the name of your database, and the name of your MySQL server.

If you're running your own server, you may need to give your MySQL user proper permissions. Log in to MySQL as the MySQL root user and issue these commands:

```
GRANT ALL PRIVILEGES ON database_name TO user@host IDENTIFIED BY 'password';  
FLUSH PRIVILEGES;
```

Replacing the lower-case strings with the actual values, of course.

If you want (or need) to be more restrictive with database permissions: You will need to at least grant the ALTER, CREATE, DELETE, INSERT, SELECT, and UPDATE permissions to your database user. ALTER and CREATE permissions are only needed for installing and upgrading Geeklog, as well as for installing plugins and other add-ons.

## POST-INSTALL PROBLEMS (common problems)

**I've set up my site successfully, but get the following error message on the top:**

```
Warning: fopen("/some/path/logs/error.log", "a") - Permission denied in  
/some/path/public_html/lib-common.php on line 1440
```

(line number may vary)

## Answer:

Make sure that the `logs/` directory AND the files in it have permissions of at least 775. You may need to make the permissions 777 if 775 isn't working for you. For good measure, make sure the `public_html/backend` directory and the `geeklog.rss` file have the same 775 or 777 permissions.

**Tip:** Use the script that is located at <http://yourgeeklogsite/admin/install/check.php> to test if all the permissions have been set up correctly.

**Whenever someone tries to log in or out, the following error is produced:**

```
Cannot add header information - headers already sent by (output started at  
/usr###/home/<userid>/public_html/geeklog/config.php:589) in
```

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```
/usr###/home/<userid>/public_html/geeklog/system/lib-sessions.php on line 133
```

(line numbers may vary)

## Answer:

Make sure that your config.php file does not contain any "whitespace" after the closing ?> at the end of the file. I.e. there should not be anything (not even blanks or empty lines) after those two characters.

If you still have problems, please do one or more of the following:

- 1) Go to <http://www.geeklog.net> and check out the Support section. The Support section includes a [FAQ](#) and a [search system](#) (try searching for the error message, if you get one).
- 2) Visit the mailing list archives at <http://lists.geeklog.net/pipermail/geeklog-users/>. You can also [subscribe to the mailing list](#) and post your question to the Geeklog community.
- 3) Try the chat room at [irc.freenode.net](irc://irc.freenode.net), **channel #geeklog**. Please have all your path information in config.php and lib-common.php readily available.
- 4) Try entering the text of the error message on Google. Chances are you will find someone else who had the same problem and fixed it. And sometimes searching for a specific error will cause Google to bring up broken pages that have the same error.

Extended version of this document created by Jason C. Levine,  
layout by Simon Lord, reviewed by Dirk Haun and Jeffrey Schoolcraft.

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## GeekLog Configuration File

### Setting up config.php

Most of Geeklog's "static" settings (i.e. those that you aren't going to change often) are set in a text file called `config.php`. It is necessary to edit this file to get your system running as well as configuring it to your preferences. This file contains a set of variables as defined below:

- [Database Settings](#)
- [Server Settings](#)
- [Site Settings](#)
- [Locale Settings](#)
- [Session Settings](#)
- [Cookie Names](#)
- [E-Mail Settings](#)
- [Login Settings](#)
- [Submission Settings](#)
- [Trackback, Pingback, and Ping Settings](#)
- [Topic, What's New, and Daily Digest Settings](#)
- [Story Settings](#)
- [Comment Settings](#)
- [Image Settings](#)
  - [User photo](#)
- [Syndication Settings](#)

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- [Content Control Settings](#)
- [URL Rewriting](#)

## Database Settings

Variable	Default Value	Description
_DB_dbms	mysql	This option tells Geeklog which type of database it's running on. Can be either 'mysql' (for MySQL) or 'mssql' (for Microsoft SQL Server).
_DB_host	localhost	Database Server (to be entered in the form: <i>hostname:port:unixsocket</i> ). In most cases you won't need to change the default value.
_DB_name	geeklog	Database Name
_DB_user	root	Database User Account
_DB_pass	null	Database User Password
_DB_table_prefix	gl_	Prefix to put in front of all of Geeklog's table names (to avoid name collisions with tables used by other applications)
_DB_mysqldump_path	/usr/bin/mysqldump	Complete path to the <a href="#">mysqldump</a> utility (part of MySQL) for making backups of your Geeklog database. <i>(only used when running on a MySQL database)</i>
allow_mysqldump	1	Enable or disable the backup functionality (1 = on, 0 = off). <i>(only used when running on a MySQL database)</i>
mysqldump_options	-Q	Here you can include additional options for the <a href="#">mysqldump</a> call that Geeklog uses to create a backup from your database. <i>(only used when running on a MySQL database)</i>

## Server Settings

Variable	Default Value	Description
path	/path/to/geeklog/	Base file system path for your site (trailing slash necessary)
path_system	/path/to/geeklog/system/	Path to your system directory for your site (trailing slash necessary). This directory holds the code libraries used throughout Geeklog
path_html	/path/to/geeklog/public_html/	Path to your web tree directory for your site (trailing slash necessary). This directory holds all the web pages used by Geeklog.
path_images	/path/to/geeklog/public_html/images/	Path where Geeklog expects to find its images, including user photos and images for stories.
path_log	/path/to/geeklog/logs/	File system path for the log files
path_language	/path/to/geeklog/language/	location of the Geeklog language files
backup_path	/path/to/geeklog/backups/	location where mysqldump (see above) will store database backups
path_data	/path/to/geeklog/data/	File system path for the data directory, used e.g. for the user batch add feature
have_pear	false	Whether you have <a href="#">PEAR</a> installed on your server (= true) or not (= false). When set to false, Geeklog will use the PEAR packages installed in <code>\$_CONF[ 'path_pear' ]</code> (see below)
path_pear	/path/to/geeklog/system/pear/	When <code>\$_CONF[ 'have_pear' ]</code> (see above) is set to false, this is the path where Geeklog expects to find the <a href="#">PEAR</a> packages it requires (e.g. <code>PEAR::Mail</code> for sending emails).

## Site Settings

Variable	Default Value	Description
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site_name	GeekLog Site	Name of your site
site_slogan	Another Nifty GeekLog Site	Slogan for your site. This is added to the HTML title field.
site_mail	admin@example.com	E-mail address for all admin mail
site_url	http://www.example.com	Base URL for your site (no trailing slash)
site_admin_url	http://www.example.com/admin	Base URL of the admin area of your site (no trailing slash). You won't have to change this normally, but some hosting services use a predefined "admin" directory for other purposes. In this case, you can rename Geeklog's admin directory and adjust the URL accordingly to avoid conflicts.
theme	professional	Default theme to use on the site
layout_url	Site URL path, with layout dir and default layout	Location of the default layout
path_themes	/path/to/geeklog/public_html/layout/	Directory where all themes reside
path_layout	/path/to/geeklog/public_html/layout/professional/	Path to current theme directory
allow_user_themes	Can be 1 or 0	If set to 1, users can set their own theme that the site uses
allow_user_language	Can be 1 or 0	If set to 1, users can select the language for the site navigation
allow_user_photo	Can be 1 or 0	If set to 1, users can upload a photo to their profile
hide_author_exclusion	Can be 1 or 0	If set to 1, the option to to exclude certain authors from being seen is hidden from the user's preferences.
show_fullname	0	Whether to display a user's full name (= 1) or only their username (= 0). For users that haven't entered their full name, Geeklog will always display the username.
remoteauthentication	false	Allow (when set to true) users who already have an account with some other service to log into your Geeklog site with the login for that service. Currently supported: Blogger and LiveJournal. Please note that to enable login for a specific service, you need an authorization class in <code>system/classes/authentication</code> . If you only want to allow Blogger but not LiveJournal users (or vice versa), simply remove the class file for the unwanted service(s).
show_servicename	true	If you allow users to log in with accounts on remote services (like Blogger or LiveJournal), this option will at the service's name to the username to avoid confusion with local users of the same name. Set to false to disable.
site_enabled	true	A Geeklog site can be disabled quickly (e.g. for maintenance) by setting this to 'false'.
site_disabled_msg	'Geeklog Site is down. Please come back soon.'	This contains the message to display when a Geeklog site is disabled. If the text begins with "http:" then visitors are redirected to that URL.
sort_admin	false	If set to true will sort the entries in the Admin's block and the icons on the Submissions page ( <code>moderation.php</code> ) alphabetically.
link_documentation	1	Add a link to Geeklog's documentation to the Admin block. Set this to 0 if you don't want that link to show up.

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menu_elements	array('contribute', 'calendar', 'search', 'stats', 'directory', 'plugins')	Specifies which entries are displayed in the site's menu bar (if your theme uses the {menu_elements} variable to display the menu bar). Can be any combination of 'home', 'contribute', 'calendar', 'search', 'directory', 'prefs', 'plugins', and 'custom' where 'plugins' is the same as the {plg_menu_elements} variable, i.e. a list of the menu entries provided by plugins, and 'custom' displays the entries returned by a custom function CUSTOM_menuEntries (see lib-custom.php for details).
custom_registration	false	When set to true, Geeklog will let you use your own signup form for new user registrations. Please see the file lib-custom.php that ships with Geeklog for an example.
spamx	128	Tells Geeklog's Spam-X plugin what to do when a spam post has been detected. The value is the sum of all values that uniquely identify the Spam-X modules that should be executed. E.g. the "delete" action module uses 128, the "email admin" module uses 8, so if both modules should be executed, this option should be set to 128 + 8 = 136.
rootdebug	false	When a PHP error occurs, Geeklog's error handler will only display the actual error message to members of the Root group (to prevent leakage of possibly sensitive information). When set to true, this information will be displayed to <i>all</i> users. <b>Use only for debugging purposes!</b>
lastlogin	true	Whether to keep track of when a user last logged in (= true) or not (= false).
cron_schedule_interval	86400	Geeklog can emulate a <u>cronjob</u> , i.e. trigger a certain action at a given time. The code to be executed can be provided by a plugin or through the CUSTOM_runScheduledTask function in your lib-custom.php. The value given is in seconds and specifies the interval in which the code should be executed.  Please note that to trigger this action, you will need to have someone visit your site at around the specified time. On a site with few visitors, the code may only be executed with considerable delay. Set to 0 to disable.

## Locale Settings

Variable	Default Value	Description
language	english	Name of your language file. Additional language files may be available for download at <a href="http://www.geeklog.net">http://www.geeklog.net</a> . If you translate a language file, please send it to us. Also see <u>Localization</u> below.
locale	en_GB	<u>Locale</u> for the system. This defines both the language and the country that PHP

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		will use when deciding how to display localized information such as dates (e.g. for the names of months).
date	%A, %B %d %Y @ %I:%M %p %Z	Date format used for most of the site, including story displays. See <a href="#">date formats</a> below.
daytime	%m/%d %I:%M%p	Date format used when a shorter date is needed. See <a href="#">date formats</a> below.
shortdate	%x	Date format this is the shortest date. See <a href="#">date formats</a> below.
dateonly	%d-%b	Short date format (day and month only), to be used e.g. in the Upcoming Events and Older Stories blocks. See <a href="#">date formats</a> below.
timeonly	%I:%M %p %Z	Format string for the time only, to be used e.g. on the Event Details page. See <a href="#">date formats</a> below.
week_start	Sun	First day of the week in the calendar. Can be either 'Sun' (Sunday) or 'Mon' (Monday).
hour_mode	12	Which format to use when submitting or editing an object with a time setting (e.g. the publish time of a story). Can be 12 (for the 12 hour am/pm format) or 24 (for the 24 hour format).
default_charset	iso-8859-1	Character encoding used by Geeklog when serving HTML pages or sending email. Only used if the language file did not already set another character encoding. For <a href="#">multi-language</a> setups, using 'utf-8' as the default character set is recommended.
thousand_separator	,	Character to use between every group of thousands.
decimal_separator	.	Character to use before decimals.
decimal_count	2	How many decimal places to display.
timezone	<i>(commented out)</i>	If your server is located in a different timezone, use this option to set your local (i.e. your own) timezone, so that the time and date on the site match your own. This option is known as the " <a href="#">timezone hack</a> " and may not work on some servers.

## Session Settings

Variable	Default Value	Description
cookie_ip	0	Session ID to contain IP address of user as well as random number. This is more secure but will more than likely require dialed up users to login each and every time. (0=no, 1=yes)
default_perm_cookie_timeout	28800	Permanent cookie timeout in seconds (28800 = 8 hours).
session_cookie_timeout	7200	Session cookie timeout (in seconds).
cookie_path	/	Cookie path (see the <a href="#">PHP manual</a> for details).
cookiedomain	<i>(empty)</i>	The domain that the cookie is available. Geeklog will attempt to guess the correct value for this setting (based on the 'site_url' variable). See the <a href="#">PHP manual</a> for details.
cookiesecure	0	Only set to 1 if your site uses HTTPS (see the <a href="#">PHP manual</a> for details).

## Cookie Names

These variables define the names of all of Geeklog's cookies. They can easily be changed in case there's a name collision with the cookies used by some other software package that you may use on your site.

Variable	Default Value	Description
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cookie_session	gl_session	Name of the cookie that stores the session ID.
cookie_name	geeklog	Name of the permanent cookie.
cookie_password	password	Name of the password cookie.
cookie_theme	theme	Name of the theme cookie.
cookie_language	language	Name of the language cookie.

## E-Mail Settings

Starting with Geeklog 1.3.9, Geeklog uses the PEAR::Mail class to send all emails. You can then select whether emails should be sent through SMTP, sendmail, or PHP's `mail()` function.

Within `$_CONF['mail_settings']` you have the following options:

Variable	Default Value	Description
backend	mail	Used to select how to send email. Can be one of 'smtp', 'sendmail', or 'mail'.
sendmail_path	/usr/bin/sendmail	If you chose 'sendmail' for the backend setting, this specifies the complete path to the sendmail binary.
sendmail_args	' ' ( <i>empty</i> )	If you chose 'sendmail' for the backend setting, this variable can be used to pass additional parameters to the sendmail binary.
host	smtp.example.com	If you chose 'smtp' for the backend setting, this is the SMTP server to use.
port	25	If you chose 'smtp' for the backend setting, this is the port number to talk to on the SMTP server.
auth	false	If you chose 'smtp' for the backend setting, set this to <code>true</code> if your SMTP server requires authorization, and <code>false</code> if it doesn't.
username	smtp-username	If you chose 'smtp' for the backend setting, this is the name of your SMTP account.
password	smtp-password	If you chose 'smtp' for the backend setting, this is the password for your SMTP account.

## Login Settings

Variable	Default Value	Description
loginrequired	0	Login is required to access <i>any</i> part of the site. When set to 1, this overrides the following settings. When you only want to block access to certain parts of the site, set this to 0 and select from the following settings.
submitloginrequired	0	When set to 1, only registered users can submit stories and items handled by plugins, e.g. links and events
commentsloginrequired	0	When set to 1, only registered users can submit comments
calendarloginrequired	0	When set to 1, only registered users can access the calendar
statsloginrequired	0	When set to 1, only registered users can access the site stats
searchloginrequired	0	When set to 1, only registered users can use the advanced search. When set to 2, the simple search is blocked for anonymous users, too.
profileloginrequired	0	When set to 1, only registered users can view another user's profile
emailuserloginrequired	0	When set to 1, only registered users can use the email submission form to send an email to another user
emailstoryloginrequired	0	When set to 1, only registered users can email stories
directoryloginrequired	0	When set to 1, only registered users can access the list of past articles

## Submission Settings

Variable	Default Value	Description
----------	---------------	-------------



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storysubmission	1	Enable (1) or disable (0) the story submission queue
usersubmission	0	Enable (1) or disable (0) the user submission queue (i.e. new users must be approved before they receive their password)
disable_new_user_registration	false	When set to true completely disables all options to sign up as a new user.
allow_domains	"	When the user submission queue is enabled this can contain a comma-separated list of domain names from which user submissions will not be queued (but approved automatically). Regular expressions are also allowed and interpreted. <b>Example:</b> 'mycompany.com,myothercompany.com'
disallow_domains	"	This is the opposite of <code>\$_CONF[ 'allow_domains' ]</code> (see above): A list of domain names that are <i>not</i> allowed in email addresses of new users. Note that this list is <i>always</i> used, even when the user submission queue has been switched off. Again, regular expression can be used. <b>Example</b> disallow email addresses with a certain domain name and from any ".edu" domain: 'somebaddomain.com, \.edu\$'
notification	array()	Send an email notification to <code>\$_CONF[ 'site_email' ]</code> when a new story, comment, trackback or pingback has been submitted or a new user has registered with the site. The <code>array( )</code> can hold any combination of the strings 'story', 'comment', 'trackback', 'pingback', and 'user' (separated by commas), depending on which notification(s) you want. <b>Example:</b> <code>array( 'story' , 'user' ) ;</code> would send notifications when a new story has been submitted or a new user has registered. No notifications would be sent, for example, for new comments.
listdraftstories	0	When set to 1, this will display an additional block on the submissions page ( <code>moderation.php</code> ) that lists all the stories that have the 'draft' flag set.
postmode	plaintext	Sets the default submission mode to 'html' or 'plaintext'
speedlimit	45	Minimum delay between submissions in seconds. This helps prevent Denial of Service (DOS) attacks
skip_preview	0	If 1, allows submission of stories and comments without previewing (i.e. the submission form will always have a Preview <i>and</i> a Submit button).
advanced_editor	false	Enable (if set to true) a WYSIWYG editor for story and comment submissions and static pages. Geeklog ships with <u>FCKeditor</u> .

## Trackback, Pingback, and Ping Settings

Variable	Default Value	Description
trackback_enabled	true	Enable (true) or disable (true) <u>trackback</u> comments. This applies to both sending and receiving trackback comments.
pingback_enabled	true	Enable (true) or disable (true) <u>pingback</u> support. This applies to both sending and receiving pingbacks.
ping_enabled	true	Enable (true) or disable (true) the ability to ping weblog directory services like <u>Technorati</u> .
trackback_code	0	Default value for new stories: Trackback enabled (0) or disabled (-1)
multiple_trackbacks	0	How to handle multiple trackbacks and pingbacks from the same source: 0 = keep only the first, reject any further trackbacks / pingbacks; 1 = overwrite, i.e. only keep the latest trackback / pingback; 2 = allow multiple trackbacks /

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		pingbacks, i.e. list them all
trackbackspeedlimit	300	Number of seconds between two trackbacks / pingbacks from the same IP address.
check_trackback_link	2	<p>This option can be used to check the validity of a trackback. You can check if the URL in the trackback actually contains a link back to your site (otherwise, it's probably spam). You can also check if the trackback was sent from the proper IP address, i.e. the IP of the site in the trackback URL (again, if they don't match, it's probably spam). Note that you can <b>add up the values</b> below to do more than one check (but using option 1 <i>and</i> 2 doesn't make sense and will be treated as if you requested option 2).</p> <p>Options are: 0 = don't perform any checks, 1 = check only for your site's main URL (<code>\$_CONF[ 'site_url' ]</code>), 2 = check for the exact URL of the entry (e.g. an article) on your site, 4 = check IP address of the sender of the trackback against the site referred to in the trackback URL.</p> <p><b>Example:</b> <code>\$_CONF[ 'check_trackback_link' ] = 6; //</code>  check for the exact URL (2) and proper IP address (4)</p>
pingback_self	0	<p>Pingbacks are sent out automatically to <i>all</i> the URLs linked from a story - which includes stories on your own site that you may have linked in the article. This option lets you specify how these "self pingbacks" are to be handled: 0 = skip them, i.e. don't send pingbacks to stories on your own site; 1 = allow them, but obey the speed limit; 2 = allow them and ignore the speed limit. If your article contains more than one link to other stories on your site, then option 1 is probably of limited use, as it would only pingback the first linked story and run into the speed limit for the others.</p>

## Topic, What's New, and E-mail Settings

Variable	Default Value	Description
sortmethod	sortnum	alpha = Sort topics in topic list alphabetically sortnum = Sort topics in topic list by sort number
showstorycount	1	Show the number of stories in a topic in the Sections block (0=no, 1=yes)
showsubmissioncount	1	Show the number of story submissions for a topic in the Sections block (0=no, 1=yes)
hide_home_link	0	Hide the "Home" link from the Sections block (0=no, 1=yes)
whosonline_threshold	300	How long, in seconds, users can be idle before removing them from the whosonline block
whosonline_anonymous	0	If enabled (i.e. set to 1), anonymous users will only see the number of registered users currently online in the Who's Online block but not their names. Only logged-in users will see the names of other users that are currently online.
emailstories	0	Let users get stories e-mailed to them (0=no, 1=yes), aka Daily Digest. Please note that this requires cron and the use of PHP as a shell script.
emailstorieslength	1	When emailstories (above) is enabled, send only the title and the link to the new stories (0), or send the entire introtext (1) or send the first <i>n</i> characters from the introtext (where <i>n</i> = any other number)
emailstoriesperdefault	0	When set to 1, new users will be subscribed to the daily digest automatically when they register with the site.
newstoriesinterval	86400	Stories are "new" if they are this many seconds old.
newcommentsinterval	172800	Comments are "new" if they are this many seconds old.
newtrackbackinterval	172800	Trackback comments are "new" if they are this many seconds old.

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hideneystories	0	Set to 1 to hide new stories from the What's New block.
hideneystories	0	Set to 1 to hide new comments from the What's New block.
hideneystories	0	Set to 1 to hide new trackback comments from the What's New block.
hideneystories	0	Set to 1 to hide new entries by plugins from the What's New block.
title_trim_length	20	Max. length of the title of items listed in the What's New block.
copyrightyear	<i>(commented out)</i>	Set this to the year you want to appear in the copyright notice of your site's footer. If not set, Geeklog will use the current year.
allow_username_change	0	If set to 1, users will be allowed to change their username (login name). Stories and comments posted under the old username will automatically show the new username.
allow_account_delete	0	If set to 1, users will be allowed to delete their accounts. Stories and comments posted under that account will be kept and show up as being posted by "Anonymous".
passwordspeedlimit	300	Minimum delay between two requests for a new password, in seconds.
login_attempts	3	Max. number of login attempts before the speedlimit (see below) kicks in and further logins are blocked for the given amount of time.
login_speedlimit	300	How many seconds have to pass before another login attempt can be made after <code>\$_CONF['login_attempts']</code> (see above) login attempts have failed.
ip_lookup	<i>not set</i>	The IP addresses of comment posters are logged and displayed for admin users. When this variable is set to point to a service that can do IP address lookups, it's possible to lookup the owner of an IP address by clicking on it, making it easier to report abuse to ISPs, etc. <code>\$_CONF['ip_lookup']</code> should hold the complete URL to the lookup service, with a '*' marking the place where the IP address should go. It's also possible to use Tom Willet's <a href="#">NetTools</a> package, in which case the correct setting would be <code>\$_CONF['ip_lookup'] = \$_CONF['site_url'] . '/nettools/whois.php?domain=*'</code>
num_search_results	10	Number of search results per page (and per type).

## Story Settings

Variable	Default Value	Description
maximagesperarticle	5	max. number of images you can have in a story
limitnews	10	Number of stories to limit the index page to, this same number will appear in the older stuff block
minnews	1	Minimum numbers of stories than can appear on a topic page
contributedbyline	1	Show author username to public, and enable search by username (0=no, 1=yes)
hideviewscout	0	Whether to show (= 0) or to hide (= 1) the number of views a story has had.
article_image_align	right	Which side of article the topic image should be shown (right or left)
show_topic_icon	1	Default setting for new stories and story submissions: Whether to show the topic icon (1) or not (0).
draft_flag	0	Default setting for new stories created by Story Admins: Whether the story's draft flag should be set (1) or not (0).
frontpage	0	Default setting for new stories and story submissions: Whether the story should appear on the site's frontpage (1) or only in its topic's page (0).

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		Please note that for stories submitted to the archive topic, this setting will be ignored and the story will <i>not</i> appear on the frontpage.
onlyrootfeatures	0	When set to 1, this will only allow members of the Root group to make a story "featured", i.e. the sticky top story on the site.
hideemailicon	0	When set to 1, this will disable the ability to send a story by email. It will also hide the email icon from stories and the "Email Article To a Friend" from the Story Options block.
hideprintericon	0	When set to 1, this will disable display of a story in a "printer friendly" format. It will also hide the printer icon from stories and the "View Printable Version" from the Story Options block.
hide_no_news_msg	0	When set to 1, hide the "No News To Display" message on the index page (e.g. when viewing a topic without any stories in it)
hide_main_page_navigation	0	When set to 1, this option will hide the "Google paging" navigation from index.php, i.e. from the site's frontpage and all topic pages. This may come in handy for more advanced layouts but will of course prevent people from easily reaching older articles.
allow_page_breaks	1	Allow usage of the [page_break] tag in stories (when set to 1), so that stories can spread over multiple pages.
page_break_comments	last	When the [page_break] tag is allowed in stories (see above), where should the story's comments be displayed: 'last' = on the story's last page only, 'first' = on the first page only, 'all' = on every page.
show_right_blocks	false	If set to true, the right-side column of blocks will be displayed on <i>all</i> pages (instead of only on the index page).
showfirstasfeatured	0	When set to 1, this will render the first story on <i>any</i> page using the templates for a featured story, even if that story is not featured. This will even be applied to the first story on page 2 of a topic page, for example.
onlyrootfeatures	0	This restricts the featuring of stories to root user(s). If you have several story admins that can create content that is not visible to other story admins, and such a content is featured, another admin might think its ok to feature his own content. To prevent that two admins unknowingly take features from each other away, only a user who can see all content (= root) should be able to feature a story.
left_blocks_in_footer	0	When set to 1, this will make the {left_blocks} variable available in footer.html (and disable it in header.html). This is really only useful for two-column layouts where you want the left column contain the stories and the right column contain the standard blocks.

## Comment Settings

Variable	Default Value	Description
commentsspeedlimit	45	Number of seconds between posting a comment for the user
comment_limit	100	Most number of comments to show at any one time
comment_mode	threaded	How to display comments (threaded, nested, flat or nocomments)
comment_code	0	Default value for new stories: Comments enabled (0) or disabled (-1)

## Image Settings

Variable	Default Value	Description
image_lib	" (empty string)	Set this to either 'imagemagick', 'netpbm', or 'gdlib' if images should be resized during upload. Leave as "" if you don't want images to be resized or if

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		you don't have those packages available.
path_to_mogrify	<i>(commented out)</i>	If you chose 'imagemagick' for <code>\$_CONF[ 'image_lib' ]</code> above, then this should hold the <b>complete path</b> to the mogrify executable (from the ImageMagick package), e.g. '/usr/bin/mogrify'. You will need a fairly recent version of <u>ImageMagick</u> for this to work (version 5.4.9 or newer is recommended).
path_to_netpbm	<i>(commented out)</i>	If you chose 'netpbm' for <code>\$_CONF[ 'image_lib' ]</code> above, then this should hold the complete path to the <i>directory</i> where the binaries from the netpbm package are kept, e.g. '/usr/bin/netpbm/'. Note that the path must end in a slash. Precompiled binaries of the netpbm package for various platforms can be downloaded from the <u>Homepage of the Gallery project</u> .
keep_unscaled_image	0	Set this to 1 if you want Geeklog to keep the original, unscaled images after upload. The smaller image will then be used as a thumbnail and will link to the original image. Note that this may use a lot of disk space (depending on the size of your images).
allow_user_scaling	1	When unscaled images are kept (see above), this option lets the user chose between using the scaled or unscaled image in the story, i.e. enables the <code>[unscaledX]</code> image tag (in addition to the <code>[imageX]</code> tag).
max_image_width	160	Max. width of an image in pixels. If it exceeds this, it is either rejected or resized (depending on the setting of <code>\$_CONF[ 'image_lib' ]</code> above).
max_image_height	120	Max. height of an image in pixels. If it exceeds this, it is either rejected or resized (depending on the setting of <code>\$_CONF[ 'image_lib' ]</code> above).
max_image_size	1048576 <i>(equals 1 MB)</i>	Max. size of an image in bytes. If it exceeds this, it is rejected (even if you're using a graphics package to resize images).
max_topicicon_width	48	Max. width of a topic icon in pixels. If it exceeds this, it is either rejected or resized (depending on the setting of <code>\$_CONF[ 'image_lib' ]</code> above).
max_topicicon_height	48	Max. height of a topic icon in pixels. If it exceeds this, it is either rejected or resized (depending on the setting of <code>\$_CONF[ 'image_lib' ]</code> above).
max_topicicon_size	65536 <i>(equals 64 KB)</i>	Max. size of a user photo in bytes. If it exceeds this, it is rejected (even if you're using a graphics package to resize images).
debug_image_upload	<i>(commented out)</i>	When not commented out(!) and set to <code>true</code> , this option enables debugging output to be written into Geeklog's <code>error.log</code> file during the upload of an image. This is useful to track down problems with the image upload.

## User photo

Additional options for the user photo.

Variable	Default Value	Description
max_photo_width	128	Max. width of a user photo in pixels. If it exceeds this, it is either rejected or resized (depending on the setting of <code>\$_CONF[ 'image_lib' ]</code> above).
max_photo_height	128	Max. height of a user photo in pixels. If it exceeds this, it is either rejected or resized (depending on the setting of <code>\$_CONF[ 'image_lib' ]</code> above).
max_photo_size	65536 <i>(equals 64 KB)</i>	Max. size of a user photo in bytes. If it exceeds this, it is rejected (even if you're using a graphics package to resize images).
use_gravatar	false	If enabled (set to <code>true</code> ), a user's avatar image will be requested from <u>gravatar.com</u> if the user didn't upload a user photo (i.e. an uploaded photo

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		always takes priority). Please note that this option may slow down your site on pages that display a lot of userphotos for different users (e.g. forum threads).
gravatar_rating	(commented out)	Avatars submitted to gravatar.com are <u>rated</u> with the rating system used for movies (in the U.S.), i.e. the letters G, PG, R, or X. This option will let you chose the <i>maximum</i> allowed rating for an avatar. For example, a max. rating of R will make sure that no X-rated avatars will be displayed on your site (only G, PG, and R).
force_photo_width	(commented out)	This option, when enabled, will only apply when <i>displaying</i> a user photo. The <code>&lt;img&gt;</code> tag for the user photo will be emitted with a max. width, as specified by this option. This means that the actual photo can still be larger, but will only be displayed smaller. This is useful for cases where you don't want oddly shaped user photos to break your page's layout (e.g. in a forum).
default_photo	(commented out)	When enabled, this option should point to an image (full URL required!) that should be displayed for users without a user photo. When this option is not set and a user does not have a user photo (or an avatar) then Geeklog will simply not display anything.

## Syndication Settings

Geeklog can export its headlines to a news feed in various formats (RSS, RDF, and Atom). This will let you share your news with other sites (Hint: Create a Portal block from Geeklog's Block menu to import news feeds from other sites).

Starting with Geeklog 1.3.9, feeds can be created and configured from Geeklog's Admin menu ("Content Syndication"). The following settings will only be used as the *default settings* for any new feeds that you create from the admin panel.

Variable	Default Value	Description
backend	1	Create a feed file for the stories in <code>rdf_file</code> (0=no, 1=yes)
rdf_file	HTML path with "/backend/geeklog.rss" suffix	File system path for the feed file. This file allows you to share your site's headlines with others
rdf_language	en-gb	Value for the feed's language tag. Depending on your site's language and operating system, this may differ from the language setting in the locale (see above). <b>Example:</b> The PHP locale setting for German is 'de_DE' while the correct language setting for a German RSS feed would be 'de-DE' (note the dash instead of the underscore).
rdf_limit	10	Limit the number of stories to export to the news feed. If the value for this setting is a number, the feed will hold this many stories. If the number is followed by a lower-case 'h' (e.g. 24h) it denotes the number of hours from which to chose the stories.
rdf_storytext	0	If this value is 1, then the entire introtext of the stories will be included in the news feed. Any number greater than 1 limits the introtext to that many characters (e.g. a value of 80 would only include the first 80 characters from the introtext in the feed). If set to 0, the introtext is not included in the feed.
syndication_max_headlines	0	Upper limit for the max. number of headlines when <i>importing</i> a feed (into a portal block). The limit can also be set for each individual portal block in the block menu. When set to 0, all headlines are imported.

## Content Control Settings

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Variable	Default Value	Description
user_html	<p>, <b>, <i>, <a>, <em>,  , <tt>, <hr>, <ol>, <ul>, <li>, <code>, <pre>	HTML tags and attributes that normal users are allowed to use in story submissions and comments.
admin_html	additional HTML tags, e.g. for tables	HTML tags and attributes that admin users are allowed to use (in addition to those from user_html). Redefining a tag with additional attributes will overwrite the definition from user_html.
allowed_protocols	array ('http', 'https', 'ftp');	Defines which protocols are allowed in links (i.e. HTML <a> tags).
skip_html_filter_for_root	0	When set to 1, this will allow members of the Root group to use <i>all</i> HTML in their posts. <b>Use at your own risk!</b>
disable_autolinks	0	If set to 1, disables the autolinks. I.e. links using the [story:] etc. syntax are not interpreted any more.
censormode	1	Censor submissions and comments (0=no, 1=yes)
censorreplace	*censored*	Text to replace a censored word with
censorlist	array( <i>a list of "bad" words goes here ...</i> )	An array of censored words

## URL Rewriting

Geeklog includes a simple but useful URL rewriting feature which can help make your site more crawler friendly (i.e. the URLs of your site are more likely to be picked up by the search engine's indexing bots). This feature is supported for URLs to stories, static pages, the article directory, and links.

URL rewriting means that your URLs will look like this

`http://www.geeklog.net/article.php/20021022234959146`

instead of like this

`http://www.geeklog.net/article.php?story=20021022234959146`

While some search engines will pick up the second form, Google seems to prefer the first format and completely ignores the second format.

**Note:** This feature may not work with all web servers. It is known to work with Apache (all versions) and known *not* to work with IIS (at least some versions). Please try it out before you go public with your site.

Variable	Default Value	Description
url_rewrite	false	Enable (true) or disable (false) URL rewriting.

## Unused Settings

This is a list of `config.php` options that are currently unused, e.g. because the feature they were intended for has not been implemented yet.

Variable	Default Value	Description
ostype	PHP_OS	Identifies the operating system running on your webserver.
pdf_enabled	0	PDF conversion of stories has not been fully implemented yet. Leave this option as is to prevent unfinished options from showing up on your site.

## Localization

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Localizing GeekLog is fairly easy. All strings are contained in a language file. The default file that ships with the tarball is `english.php`. People interested in translating Geeklog to other languages are encouraged to join the [geeklog-translations](mailto:geeklog-translations) mailing list. All important information concerning translating Geeklog will be posted there.

## Locale and Date Formats

You can set the locale and date format in the `config.php` file. To set the locale, set the variable to the proper string or if you leave it blank it will pull the default locale from the operating system. The date formats are handled by your locale. Isn't that smart? Locale names are OS dependent. On most UNIX hosts, you can find locale codes in the `/usr/share/locale/locale.alias` file and on some systems the command `locale -a` will display all available locales on a system. If a locale doesn't exist you can create it using the `localedef` command.

More info on locale: <http://www.opengroup.org/onlinepubs/7908799/xbd/locale.html>

More info on localedef: <http://www.opengroup.org/onlinepubs/7908799/xcu/localedef.html>

## Date Format Syntax

- `%a` - abbreviated weekday name according to the current locale
- `%A` - full weekday name according to the current locale
- `%b` - abbreviated month name according to the current locale
- `%B` - full month name according to the current locale
- `%c` - preferred date and time representation for the current locale
- `%C` - century number (the year divided by 100 and truncated to an integer, range 00 to 99)
- `%d` - day of the month as a decimal number (range 00 to 31)
- `%D` - same as `%m/%d/%y`
- `%e` - day of the month as a decimal number, a single digit is preceded by a space (range ' 1' to '31')
- `%h` - same as `%b`
- `%H` - hour as a decimal number using a 24-hour clock (range 00 to 23)
- `%I` - hour as a decimal number using a 12-hour clock (range 01 to 12)
- `%j` - day of the year as a decimal number (range 001 to 366)
- `%m` - month as a decimal number (range 1 to 12)
- `%M` - minute as a decimal number



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- `%n` - newline character
- `%p` - either ``am'` or ``pm'` according to the given time value, or the corresponding strings for the current locale
- `%r` - time in a.m. and p.m. notation
- `%R` - time in 24 hour notation
- `%S` - second as a decimal number
- `%t` - tab character
- `%T` - current time, equal to `%H:%M:%S`
- `%u` - weekday as a decimal number [1,7], with 1 representing Monday
- `%U` - week number of the current year as a decimal number, starting with the first Sunday as the first day of the first week
- `%V` - The ISO 8601:1988 week number of the current year as a decimal number, range 01 to 53, where week 1 is the first week that has at least 4 days in the current year, and with Monday as the first day of the week.
- `%W` - week number of the current year as a decimal number, starting with the first Monday as the first day of the first week
- `%w` - day of the week as a decimal, Sunday being 0
- `%x` - preferred date representation for the current locale without the time
- `%X` - preferred time representation for the current locale without the date
- `%y` - year as a decimal number without a century (range 00 to 99)
- `%Y` - year as a decimal number including the century
- `%Z` - time zone or name or abbreviation
- `%%` - a literal ``%'` character

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