

This is all deprecated. Anything interesting has been moved to the main code base. Please see: [Mods](#)

Mods Admin

Requirements

For being able to move files around in tikiwiki file tree, apache user needs to be granted the right to do so, which shouldn't be the normal setting. You can enable that permission setting by

```
./setup.sh www-data all
```

or nobody, apache or anything instead of www-data, as far as it matches with the apache user

```
./fixperms.sh open
```

After mods operation, the perms have to be setup back to the previous state, which depends your environment.

```
./fixperms.sh fix
```

and when requested give the name of the files owner, which depends if you use CVS.
Note that Windows users don't have to bother with perms.

If permissions are not set correctly, you might see a message like this one:



Mods panels

tiki-mods.php

It is the main mods management panel. It displays a list of both local and remote mods listed in index (00_list) files.

The top link row proposes 3 links :

- **Mods configuration** leads to the configuration panel
- **Update remote index** rebuilds the list of **remote** mods from the mods provider configured in the admin panel
- **Rebuild local list** rebuild the list of **local** mods, by reading all the control files

If the mods provider option is enabled, there are 3 more links :

- **Republish all** rebuilds and upgrades all available packages from local ones
- **Publish all** publishes all packages
- **Unpublish all** unpublishes everything

The table displayed below the links row is basically listing the index informations :

- the rows are displaying all mods, separated by types
- if the mods provider checkbox is checked, the first column displays the publication status of the mod, with a link to publish or unpublish it. That operation mainly rebuilds the 00_list.public.txt file by adding or removing the mods of that row. The version number of the packaged tarball is displayed, and if local version is more recent, and upgrade link (republish) is visible.
- the next column is the version available remotely, with a link to download it. That is the first column is you are not providing mods to others

- then the name of the mods. If the mod is present locally, a link leads to the detailed view of the mods.
- next columns are revision number, licence and description
- the last column is only displayed if the mod is present locally (either downloaded from remote provider either built locally and specific to your use)
 - if the mod is not installed, an install link is the only thing displayed
 - otherwise, the columns holds 3 parts :
 - the status of the revision : up to date, or not
 - the status of installation (basically installed but more can come there)
 - a link to remove the mod from tikiwiki (but it will still remain in the local mods repository)
- when a local mod is clicked, the mods table is displayed with the specific mod information displayed just below the row of the selected mod, reading the control file and displaying author, lastmod, changelog, as well as list of files contained in that mod (and ultimately any information available about that selected mod).

tiki-mods_admin.php

That is the mods configuration panel, that for now handles 3 parameters

- a checkbox for being a mods provider. It will add the 'publish' link in each row of the mods main panel
- the local mods directory
- the url of the remote mods provider

Enable Mods providing

Mods local directory

Mods remote server

Mods Provider

The mods features make possible for anyone to become a mods provider, for local or specific releases. The tikiwiki.org repository should be the collective one, and other repositories can either provide the same repository (which is the cvs module named **mods** on sourceforge) for local areas as mirrors for faster access, or be dedicated to personal development, as it's rather easy to build a new mod following the above guidelines.

- the publish link will add the mod to 00_list.public.txt for remote reading
- that link also build the tarball in mods/Dist/ directory, with name syntax type-name-revision.tgz, using the tarlib (no exec needed).

Manual install

If installing via the admin mods interface (**tiki-mods.php**) doesn't work for you, because of your server configuration (ex.: some shared hosts), you can still install the mods manually:

1. Download from <http://mods.tiki.org> (or from wherever) the tgz file you want to install (e.g., features-aulawiki-1.6.tgz).
 2. Extract the file. You will find several directories, but only one with the name *Packages*. Within it you have the XXXX.info.txt file which describes the mod you have downloaded.
 3. Copy all the directories and files (except *Packages*) to your tiki installation. It should be fairly obvious where to install the files within them.
- In the rare case of mods which require modifications to the databasethat (such as in the aulawiki mod; but if you install just a wiki plugin or lib, for instance, you can skip this point since they usually don't require database changes), you need to do this extra steps: ## Go back into the XXXX.info.txt.

Open it. You will find a section that starts with *sql-install:* and ends with *sql-remove:*. 

```
sql-install:
DROP TABLE IF EXISTS `tiki_workspace_role_wstype`;
DROP TABLE IF EXISTS `tiki_workspace_roles`;
DROP TABLE IF EXISTS `tiki_workspaces`;
...
and more SQL nice syntax! :D
...
sql-remove:
```

1. Copy all these SQL sentences between *sql-install:* and *sql-remove:*.
2. To finish the installation you only have to execute them in your database, e.g. with phpmyadmin.
3. Now the tiki magic will do the rest.

Related pages

- [Mods](#)
- [Mods User](#)
- [Mods Details](#)