PB-WoW Skin

!!! USE THIS SKIN AT OWN RISK !!!

How to make your vBulletin 3.7.1 forum as Blizzlike as possible by PayBas.
Readme for skin version: <u>1.04</u>

1. General Information

Installation Difficulty – Medium
Installation Time Required – High
Modification Amount – Very High

Always make a complete backup of your vBulletin database before upgrading / installing!

!!! Using PB-WoW makes your vBulletin forum incompatible with other skins !!!

Installing this skin is significantly different from other skins; this is due to the fact that this skin relies heavily on external CSS sheets which I didn't want to alter in any way to make for easier updatability.

2. Changelog

v1.04 Changes (all changes since 0.59)

- Updated for vb 3.7.1
- Added Wrath Of The Lich King Style.

v0.59 changes (all changes since v0.58)
- Completely restyled the ForumHome page.

v0.58 changes (all changes since v0.57)
- New reputation icons.
- Restyled PM box.
- Fixed styling error in Editor that caused problems in some templates.
- Fixed PM send styling.
- Usernotes styled.
- Avatar in Navbar bug fixed.
- Avatars in postbit fixed again.
- Profile field input showing correctly.
- Profile field input will now show, even if the user hasn't got an avatar.
- Performance improvements when showing threads (went from just over 200 conditionals to just under 100).

v0.57 changes (all changes since v0.56)
- Moved around the needed profilefield and usergroup stuff.
- Readme file completely remade.
- Implemented a themeforcer just like on offical forums. At the moment (and also at christmas) Blizzard simply removes the styleswitcher and puts a simple line on the forum that forces the forum to display 1 style but the others are still there (but hidden). This can now be done here too.

v0.56 changes (all changes since v0.55)

- Created easy language configuration so entire board buttons can change language with 1single variable. Just changing the "en_US" variable in the stylemanager from en_US to es_ES, de_DE, fr_FR or en_GB... whatever you want.
- Fixed javascript errors with guild/realm names containing ' (such as Kel'Theras).
- Moved common modifcation areas (such as welcome text on frontpage) to easy access.
- Fixed weird problem with quotes in PMs where it would appear twice and weird.
- Search results (show threads, not posts) restyled, much cleaner now.
- Admin functions fix for FF.
- Navbar breadcrump finaly more or less 100% finished.
- Navbar forumjump properly styled (still some issues though).
- Few cleanups.

v0.55 changes (all changes since v0.50)

- Added all deDE, frFR, esES and enGB CSS files to resources.
- Added all deDE, frFR, esES and enGB buttons to resources.
- Fixed misforming in login error for IE6
- Button styling fixed (although not sure if I'm satisfied with the look yet).
- Cleanups.
- Tableheaders/catagories styled (finaly getting rid of those red/blue/green borders).
- Legend reworked.
- Submit icons styled again.
- Resources updated with new icons and other minor TBC icons.
- Started reinstalling the post buttons.
- Few navbar/navbits fixes.
- Updated .css files.
- TBC theme spacer fixed.
- Few post editing style fixes.
- UserCP styling redone (but not finished).

Milestone 0.5

- Edit Announcement styling done.
- Infractions template styling done.
- Edit Post template styling done.
- A few code cleanups.
- New Thread template styling done.
- New Reply/Quote template styling almost done
- Text editor (the posting interface) completely styled, took forever though.

Milestone 0.45

- Lots of styling.

3. Upgrading from previous version

If you are upgrading from a previous version of the PB-WoW Skin then you can skip some of this read-me file. You are best off starting at chapter 8. But remember to check the release notes online to see if there are updated / changed resource files.

If you are upgrading from a version predating v0.59 then chapter 6 is also important. Don't forget that there is a new file that needs to be placed in your forum directory too! Read chapter 5 about this.

4. File Installation

Just about all the files you are going to upload are 100% untouched and come straight from Blizzard, including all the JavaScript and CSS files. This is done to significantly reduce the effort needed to get the skin up to date when Blizzard changes it's forum's appearance. Unfortunately this means that all the needed files need to be uploaded to your forum ROOT.

The files you need to upload are called the "resource files" and contain all the styling files, images and more. You can find these files in the Downloading the PB-WoW Skin topic on the PB-Underground forum. Uploading these files is best done using FTP via an FTP application.

So if you have a website that looks like this:
/public_http/forum/   (this is where your vBulletin forum files are)
/public_http/other_pages/   (this is just an example)

You will need to upload all the files included in this pack to:
/public_http/   (this is the "root" of your forum)

Eventually it will then look like this:
/public_http/forum/   (this is where your vBulletin forum files are)
/public_http/css/   (this is where the style sheets for the skin will be)
/public_http/images/   (this is where all the images for the skin will be)
/public_http/js/   (this is where all the data handlers for the skin will be)

When you have uploaded the files you can get to work :)

Note: in the /images directory, there are a few folders that have a "w_" prefix, these folders contain either custom images, renamed images or other images from vBulletin to make the forum work as it should. The amount is kept to a minimum, but these changes are necessary for the proper operation of your forum, or simply to improve performance. We will come back on this subject later on.

5. Importing the skin, plug-ins and additional files

Get the needed files from the <u>Downloading the PB-WoW Skin</u> topic on <u>PB-Underground</u>.
Now, in the admin panel of vBulletin, go to the following menu:
Styles & Templates → Download / Upload Styles → Import Style XML File

Here you must upload the .xml skin file that you have downloaded. This file is usually named something like **pb-wow-###.xml** in which the "###" represents the version number of the skin. After you have successfully uploaded this file, it's time to upload the plug-ins.

Again from the admin panel of vBulletin, this time we go to:
Plug-ins & Products → Manage Products → [Add/Import Product] → Import Product

Here you must upload / import the .xml product file that you have downloaded. This file is usually named something like **pb-wow-plugins.xml**
After this is done, we move to the next chapter.

NEW!

Since v0.59 an additional modification is required. This has to do with the new forumhome styling that has been implemented. For this you need to get the latest **functions_forumlist.php**
You can get it from the <u>Downloading the PB-WoW Skin</u> topic just like the other files.

After you have downloaded and unpacked this file, you need to copy it to the "***includes***" folder in your forum directory. Be <u>sure</u> to make a <u>backup</u> of the old functions_forumlist.php before.

Basically all this new file does is change the way the forum list is generated, it will output it in columns instead of rows. Read chapter 7 on how to configure this.

WARNING!: Replacing the functions_forumlist.php will make other skins and styles incompatible, your forum homepage will only work properly for PB-WoW from this step!

6. Configuring vBulletin options for Blizz-like mode

Warning, some of these settings will alter the functionality and appearance of your forum quite severely. The settings below are chosen to get as close to the official WoW forums as possible. Although I advise anyone seeking the best possible WoW-like experience to use the settings suggested below, you can choose not to use some. The options are color-coded to give a better idea of which ones are important and which ones aren't.

Access these menus from the vBulletin admin panel:
vBulletin Options → vBulletin Options → …

OPTION MENU	OPTION	VALUE
General Settings:	Use Forum Jump Menu	Yes
	Number of Pages Visible in Page Navigator	10
Help Date and Time Options:	Format For Date	m/d/Y
Cookies and HTTP Header Options:	Remove Redirection Message Pages	Yes
Style and & Language Settings:	Default Style	PB-WoW Skin
	Use Legacy (Vertical) Postbit Template	Yes
	Show Instant Messaging Program Icons	No
	Use SkypeWeb Graphics	No
User Registration Options:	Maximum Username Length	24
User Reputation Options:	Enable User Reputation system	No
Message Posting and Editing Options:	Quick Reply	No *
	Quick Edit	No
	Multi-Quote Enabled	No
Message Posting Interface Options:	Enable Clickable MFC: Full Editor	Enable Standard C.
	Enable Clickable MFC: Quick Reply	Disable C.
	Enable Clickable MFC: Quick Edit	Enable Standard C.
Forum Listings Display Options:	Depth of Forums - Forum Home:	2
	Depth of Forums - Forum Display:	2
	Depth of Sub-Forums:	0
Forum Display Options (forumdisplay):	Enable Forum Description	No
	Show Users Browsing Forums	No
	Max Displayed Threads Before Page Split	60
	Show Sticky Threads on All Pages	No
	Hot Threads Enabled	No
	Multi-Page Thread Links Enabled	Yes
	Multi-Page Thread Maximum Links	12
	Group Announcements	No
Thread Display Options (showthread):	Show Users Browsing Threads	No
	Max Displayed Posts Before Page Split	20
	Check Thread Rating	No
	Show Similar Threads?	No

* "Yes, Click Not Required" optional, "Click Required" is bugged.
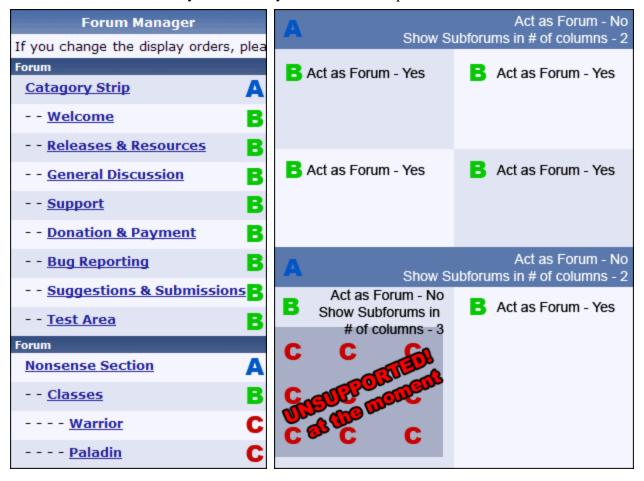
Legend: very important, medium important, not very important.

7. Structuring Your Forum

As of v0.59 the forum homepage has gone under some heavy transformations. It is now possible to sort your (sub)forums in columns instead of just rows which increases the resemblance to the official Blizzard forums quite significantly.
However, this means that your forum has to be restructured, especially if you have been using previous version of the PB-WoW skin. What it comes down to is that the forum should from now on be structured in catagories (just like the default vBulletin layout).

To illustrate the best way to structure your forum I have provided a few illustrations.

The picture on the left illustrates the structure of the PB-Underground forum where **A** is a category strip (meaning a top-level forum with **"Act as Forum"** set to **"No"**). What this does is it prevents users from posting in the top-level forum, users will only be able to post in the lower-level (sub)forums such as "Welcome" and "Bug Reporting", which is what we want.
Forums marked with a **B** are your main forums in which users should post. The forums marked with **C** are subforums of a **B** forum. At the moment these are not supported because the provided plugins do not support them at this time. As illustrated on the right these subforums will eventually appear as on the Blizzard forums. But untill that time I strongly disadvise you to use any forums with a lower level than the **B** forums.

That leaves me the last part of this chapter, the "Show Subforums in # of columns" option. This does exactly what the title says and should be configured for all your **A** category forums.

You can find this settings option at the very bottom of the "Edit Forum" menu. The plugin provided with PB-WoW automatically sets this number to **2** just like on the official forums, but this only works for forums created <u>after</u> the plugin was installed. So if you wan't to use your old forums, you will have to set it manually.

8. Creating User Profile Fields

One of the features of the PB-WoW Skin is the ability for your users to submit their own personal character data if they wish. What we are now going to do is create a few profile fields for your users for them to fill in. It will appear in your user's UserCP as a couple of selection bars from which they can select their own World of Warcraft character's *Race & Gender*, *Class*, *PvP Ranking*, *Level*, *Guild* and *Realm.*

From the vBulletin admin panel, go to the following menu:
User Profile Fields → User Profile Fields in Area: Edit Profile

What we see here is your current collection of User Profile Fields for your users to use. We are going to add a few fields to this. On the left bar click *"Add New User Profile Field".*

4 of the User Profile Fields we are going to create are going to be of the *"Single-Selection Menu"* sort. The other 2 (Guild and Realm) will be *"Single-Line Text Box".*

On the next page we will cover the specifics, it is **CRITICAL** that you copy the options (the text between *--- Options ---* and *--- / Options ---*) exactly, or there will be mix-ups and bugs.

Profile Field Type – Single-Selection Menu ***Title*** – Race & Gender ***--- Options ---*** *Human-Male* *Human-Female* *Orc-Male* *Orc-Female* *Dwarf-Male* *Dwarf-Female* *Night-Elf-Male* *Night-Elf-Female* *Undead-Male* *Undead-Female* *Tauren-Male* *Tauren-Female* *Gnome-Male* *Gnome-Female* *Troll-Male* *Troll-Female* *Blood-Elf-Male* *Blood-Elf-Female* *Draenei-Male* *Draenei-Female* ***--- / Options ---*** ***Set Default*** – None	***Profile Field Type*** – Single-Selection Menu ***Title*** – Class ***--- Options ---*** *Warrior* *Paladin* *Hunter* *Rogue* *Priest* *Shaman* *Mage* *Warlock* *Druid* ***--- / Options ---*** ***Set Default*** – None

Profile Field Type – Single-Selection Menu **Title** – PvP Rank **--- Options ---** *0_A_Unranked* *0_H_Unranked* *1_A_Private* *1_H_Scout* *2_A_Corporal* *2_H_Grunt* *3_A_Sergeant* *3_H_Sergeant* *4_A_Master-Sergeant* *4_H_Senior-Sergeant* *5_A_Sergeant-Major* *5_H_First-Sergeant* *6_A_Knight* *6_H_Stone-Guard* *7_A_Knight-Lieutenant* *7_H_Blood-Guard* *8_A_Knight-Captain* *8_H_Legionnaire* *9_A_Knight-Champion* *9_H_Centurion* *10_A_Lieutenant-Commander* *10_H_Champion* *11_A_Commander* *11_H_Lieutenant-General* *12_A_Marshal* *12_H_General* *13_A_Field-Marshal* *13_H_Warlord* *14_A_Grand-Marshal* *14_H_High-Warlord* *15_X* **--- / Options ---** **Set Default** – None	**Profile Field Type** – Single-Selection Menu **Title** – Level **--- Options ---** *1* *2* *3* *4* *5* *6* *7* *8* *9* *10* *11* *…* *… ** *…* *58* *59* *60* *61* *62* *63* *64* *65* *66* *67* *68* *69* *70* *??* **--- / Options ---** **Set Default** – None * Fill in the gap with the missing numbers, all the way from 1 to 70 ☺
Profile Field Type – Single-Line Text Box **Title** – Guild **Max length of allowed user input** – 24 **Field Length** – 24	*Note: As of v0.59 the "Realm" profile-field is no longer actively used in the skin. You can still use it though, it will display in the userinfo page, but that's all.* **Profile Field Type** – Single-Line Text Box **Title** – Realm **Max length of allowed user input** – 24 **Field Length** – 24

9. Modifying User Permissions for Blizz-like mode

Blizzard has set a few restrictions to what users can and cannot do, and rightfully so. To follow them we can set some enforcements of our own.

Go to the following menu from the vBulletin admin panel:
Usergroups → Usergroup Manager → …

Now you see all the currently active usergroups. Also notice the usergroup id's on the right-hand side. We will need those later on. At the moment though, we are concerned with editing the permissions. Just like with the vBulletin options from chapter 4, these modifications are color-coded so you can see easily which ones are important for an as Blizz-like as possible experience.

The ones marked in red should be applied to every usergroup, whereas the others can be applied where you see fit.

Picture Uploading Permissions:
Profile Picture Maximum Width (pixels) – 400 (usually less, but 400 is absolute max!)
Custom Avatar Maximum Width (pixels) – 64
Custom Avatar Maximum Height (pixels) – 64
Can Upload Images for Signature – No
Can Upload Animated GIF for Signature – No

Signature Permissions:
Maximum Characters in Signature Including BBCode Markup - 1000
Maximum Characters in Signature Excluding BBCode Markup - 200
Maximum Lines in Signature - 5
Allow BB Code - Yes
Allow Basic BBCode - Yes
Allow Color BBCode - No
Allow Size BBCode - No
Allow Font BBCode - No
Allow Alignment BBCode - No
Allow List BBCode - No
Allow Link BBCode - Yes
Allow Code BBCode - No
Allow PHP BBCode - No
Allow HTML BBCode - No
Allow Quote BBCode - No
Allow [IMG] Code - No
Allow Smilies - No
Allow HTML - No

10. Modifying the Skin for your forum

This chapter handles the replacement variable feature implemented by the skin. These can be considered as shortcuts and replaces the need to modify actual templates. You can modify these variables without fear of messing up your forum.

Styles & Templates → Replacement Variable Manager → Replacement Variables

Here you will find a couple of variables that you can modify to suit your needs. They will be described below in short. Press the edit button to modify them.

{donatebutton}
By default, the donation button is disabled. It has been "commented out" meaning that it has HTML comment tags around it. This means it will not be displayed unless you remove the tags. These tags look like this: <!-- code -->. So in order to display the donate button, remove the "<!--" at the top, and the "-->" at the bottom. Warning! By default the donate buttons is configured for PB-Underground (by means of an example), be sure to change the actual donate button code before activating it. Or your users will donate their money to PB-Underground instead of you.

{extralinks}
Extra links to whatever locations you want can be placed here. There already are a few examples provided, but you might want to change or simply remove them. Be sure to put a "|" mark in front of every link or else it will not match the styling. Again, a few examples are present that are used for PB-Underground, but they are commented out with HTML tags (<!-- code -->).

{forcestyle}
Using this variable will force the forum to display a certain style, overruling whatever the visitor/user has currently selected. Which can be handy during holidays when you want to "force" a certain style such as *xmas*. Enter one of the following lines as a whole into the textbox:
onload="setActiveStyleSheet('burningcrusade');"
onload="setActiveStyleSheet('alliance');"
onload="setActiveStyleSheet('horde');"
onload="setActiveStyleSheet('xmas');"
onload="setActiveStyleSheet('wrath');"

{homebanner}
This defines the banner for the "WoW Trading Card Game". You can change the text displayed inside this banner, or you change change/remove it all together.

{hometext}
This one defines the text that is displayed on the front-page. Write whatever you want here.

{imglang}
This variable sets the overall image display language of the buttons on the forum, remember that this only works for the image buttons, in order to transform your forum completely into another language, you will have to get a language pack for vBulletin itself too. Use one of the following options to define the language of your forum.
en_US (for default)
en_GB (for British)
de_DE (for German)
fr_FR   (for French)
es_ES (for Spanish)

{loginbottomtext}
Here you can write a message that will be displayed in the bottom-left box in the login page. This page is displayed when a user has to login before he/she can view content.

11. Linking ProfileFields to the skin (for Character icons in posts)

<p align="center">**This part changes often because the skin is still in development!**</p>

If you have viewed your forum you might have noticed that it isn't looking quite right yet. This is because the User Profile Fields you just created are not linked to the skin yet. At the moment the only way to do this is by modifying a few templates. But don't worry, it's easy ☺.

To start off, it is advisable to open a second internet browser window so you won't have to keep going back and forth. In the first browser, go back to the User Profile Fields menu and open the *"User Profile Field Manager".* Here you see the profile fields you created a while ago. What we are here for is the profile field ID's. You can find the ID for each profile field under the column "name". They should be called like **"field#"** where the # is a number, the ID. We are going to need these numbers to get the skin working.

Now, in the second browser (do not close the one viewing the *"User Profile Field Manager"* yet), go to the following menu:
Styles & Templates → Style Manager → PB-WoW << >> (press the button with the brackets) → << >> *(pres the new one, it will expand the list on the left).*
You are now looking at all the templates in the skin, there are a lot. However we are only interested in a few. Namely: *MEMBERINFO*, *navbar* and *postbit_legacy*.

In the ***MEMBERINFO*** template:
Near the top you will find the following code:

```
<if condition="$pf_race = $post['field12']"></if>
<if condition="$pf_class = $post['field13']"></if>
<if condition="$pf_pvprank = $post['field14']"></if>
<if condition="$pf_level = $post['field15']"></if>
<if condition="$pf_guild = $post['field16']"></if>
```

What we need to do here is change all the profilefield ID's to the ones you have on your forum.

<if condition="$pf_race = $post['field**12**']"></if>

Here you will need to edit the number **12** to the id number you have for your "Race" user profile field you created. So if your "Race" user profile field has "field**8**" as ID you need to change:

<if condition="$pf_race = $post['field**12**']"></if>   to: <if condition="$pf_race = $post['field**8**']"></if>

Do the same thing for all 6 those lines until you have them all correct. Now copy those 6 lines with CRTL+C or something, we need to copy those lines to another template. Don't forget to save the template ☺.

In the ***postbit_legacy*** template:
Copy the lines over the 6 lines that are already there, overwriting them. Save, done.

In the ***navbar*** template:
Change the ID in the line <if condition="$pf_bblevel = $bbuserinfo['field**15**']"></if> to the one you have for your *Level* user profile field. Save, done.

12. Linking UserGroups to the skin (for Blizz/MVP posters)

This part changes often because the skin is still in development!

This chapter is very similar to the previous one (9. Linking ProfileFields to the skin for Character icons in posts). We follow the exact same procedure with the exception that we will now use the Usergroup ID's instead of the profile field ones.

Just like in the last chapter it is wise to have 2 instances of your internet browser opened. With one, open the admin control panel and browse to the following menu:
Usergroups → Usergroup Manager

Here you will see all the currently active usergroups on your forum. What we are interested in is the Usergroup ID's. You will see them on the right side of your screen. Usually, "admins" will be 6, "super moderators" will be 5 and regular moderators will be 7. Custom usergroups usually start off at 9.

Now, in your other internet browser window, go to the style manager just like in the last chapter.
Styles & Templates → Style Manager → PB-WoW << >> (press the button with the brackets) → << >> (pres the new one, it will expand the list on the left).
You are now looking at all the templates in the skin, we are interested in the *headinclude* and the *postbit_legacy* templates.

In the ***headinclude*** template:
At the bottom of the template you will find the following code:

```
<if condition="$ugroup_blizz1 = '5'"></if>
<if condition="$ugroup_blizz2 = '6'"></if>
<if condition="$ugroup_blizz3 = '7'"></if>
<if condition="$ugroup_blizz4 = '7'"></if>
<if condition="$ugroup_blizz5 = '7'"></if>
<if condition="$ugroup_mvp1 = '9'"></if>
<if condition="$ugroup_mvp2 = '10'"></if>
<if condition="$ugroup_mvp3 = '10'"></if>
<if condition="$ugroup_mvp4 = '10'"></if>
<if condition="$ugroup_mvp5 = '10'"></if>
```

These entries define which users and posts should be displayed as "Blizzard representative" or "MVP" on the forum. The number at the end represents the **usergroup ID**. So if you want your moderators (by default, usergroup **7**) to display as MVP's then you should change one of the $ugroup_mvp lines to correspond with this. Like this:
<if condition="$ugroup_mvp1 = '**7**'"></if>

Remember not to leave an empty space, this is important. If you don't have enough usergroups to fill up all the entries then just fill in the same one over and over (just like above).

When you are done configuring this, copy the 10 lines with CTRL+C or equivalent. These need to be copied to one other template before it is finished. Don't forget to save the *headinclude* template though.

In the ***postbit_legacy*** template:
Find the same lines as you just edited in the *headinclude* template at the top and simply paste your own over them. After this is done, save the template.

13. Controlling the images on the forum homepage and the navbar

A guide on how this can be done can be found [HERE](#).

14. Final Thoughts

And that rounds it all up. Now you should have yourself a damn nice vBulletin forum that looks just like the official Blizzard one. I must warn you though, I myself have been suspended (banned) from my hosts 3 times already because of using this skin. They thought it was a "phishing" website lol ☺.

!!! USE THIS SKIN AT OWN RISK !!!

15. Credits

Thanks to Blizzard for designing a wonderful game and a fantastic forum layout.
Thanks to Jelsoft Enterprises for coding vBulletin, the best forum software available.
Thanks to the donators for supporting the development financially, much luv.
Thanks to vBulletin.org for providing a platform for support and development ideas.
Thanks to the users for testing, reporting bugs and the support.
Thanks to Bloody for hosting the website, much luv ☺
Thanks to Flexserve for developing MaNGOS & Kobold account creation integration.
Thanks to x3evolution for providing forumhome in columns startup files.

PB-WoW includes:
"Avatar On Navbar" by sabret00the.
Many other small mods.

Release brought to you by PayBas @ www.pbunderground.net & www.emupedia.com
PB-WoW for vBulletin 3.7.1 with Wrath of the Lich King style brought to you by TUAGuild
@ www.vbulletin.org & www.descendantshq.org