

## WORKING VERSION, this is far from complete

### Creating a Module

Basically, a Module is a Java-Class which

1. implements `de.fu.weave.Module`
2. features some annotated methods, called `Actions`

However, a Module is much more than this, since there are also:

1. XSL-Templates describing the presentation of the Actions
2. XML-Files containing translatable Strings for use in the templates
3. `Forms` involved in processing data

### Creating the Java-Class

- Extend `de.fu.weave.impl.frigg.FriggModule?`
- Implement `_default()`
- Create additional methods as you wish

### Additional files

- `<module>.xml` in `web/xsl/i18n/`
- `<module>.xsl` for the default action in `web/xsl/<module>/`
- `<module>.<action>.xsl` for each action in the same directory
- `common.xsl` in `web/xsl/<module>/`